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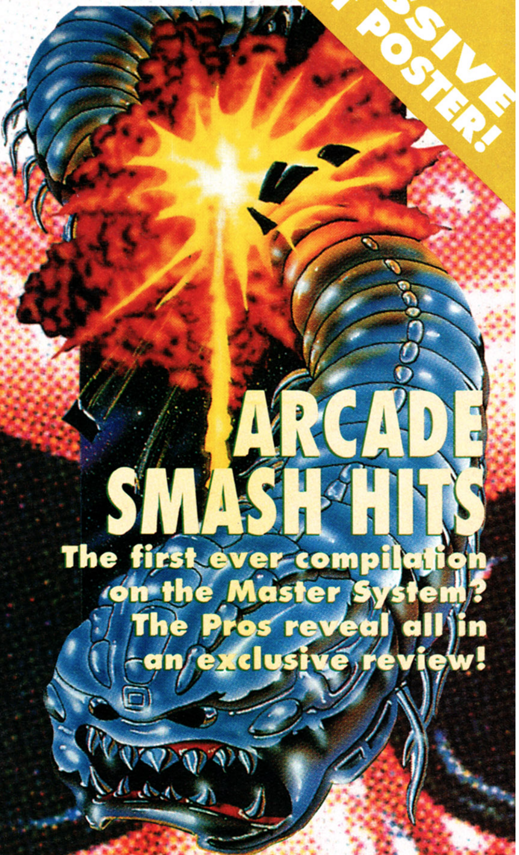

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MEGA DRIVE

- You're Terminated, Sega owner
- EA flick us the bird!
- We infiltrate the Corporation

MASTER SYSTEM

- Marble Madness bowls us over
- Arnie gets a Yo! from the Pros
- Aye carumba! Full Simpsons preview

GAME GEAR

- Wonder Boy sequel slashes in
- Slice-'em-up in Ax-Battler
- Foreman is Heavyweight Champ!

OLYMPIC GOLD

Dive into the action! First screens of the Master System scorcher inside!

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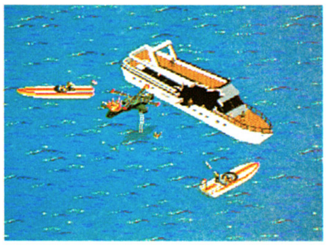

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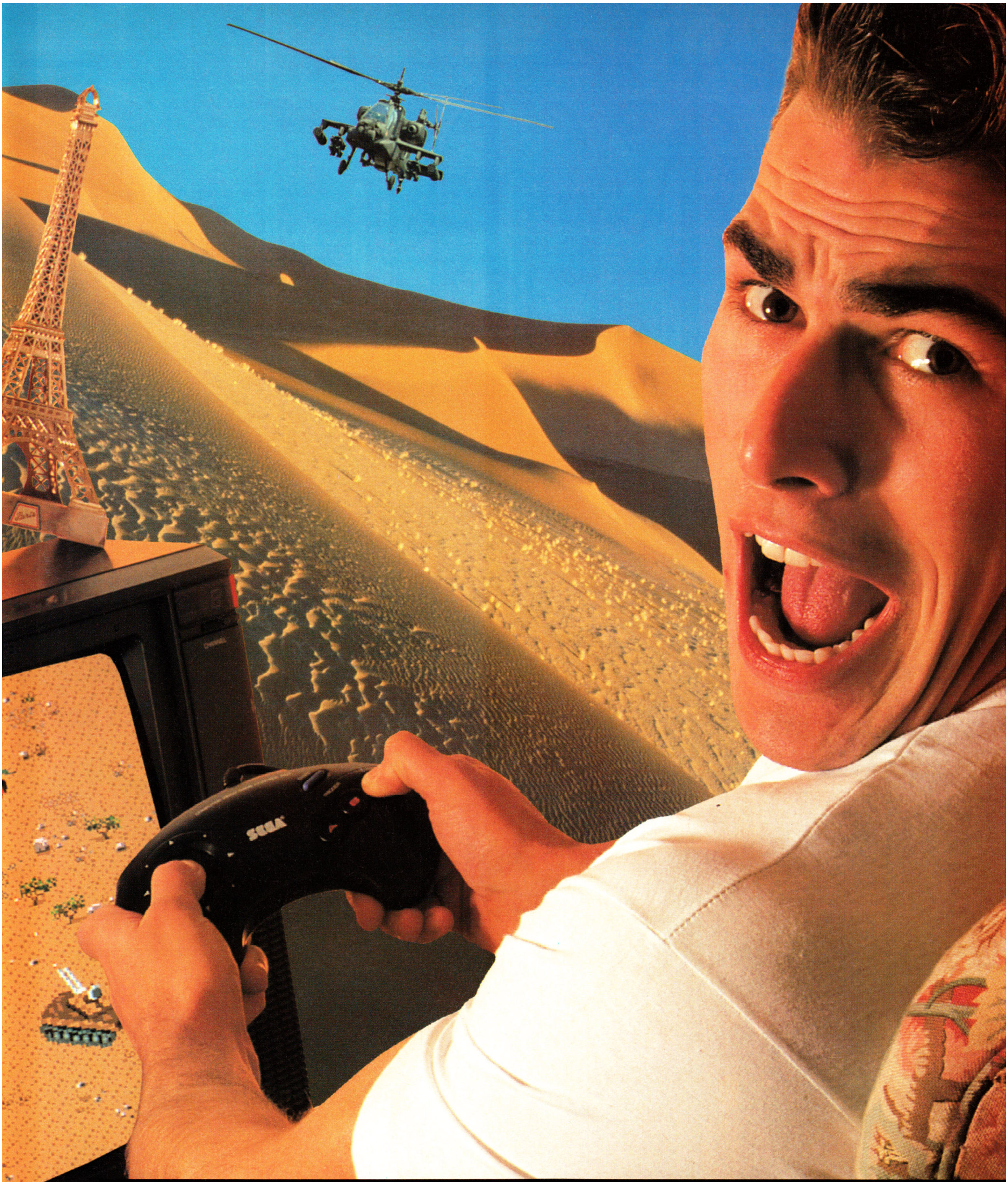

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If you're one of the thousands of people tempted to "lift" things from SegaPro every month, please remember that piracy kills! Knowarramean?

Competitions: look, only those who are unconnected with our compos may enter. And, the guy at the top of the masthead's decision is completely and utterly FA cup final.

Exit: Complete this limerick (five lines!).
There was a Sega owner from Bath,
Who had a terrible laugh...

(There's a free cart awaiting the best entry sent to Exit compo at the usual address.)

conte

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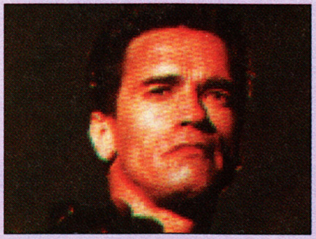
THE S

A VIRGIN MEGA DRIVE TO WIN!

Completely untouched by human hands, there's a fantabulous Sega Mega Drive from the ever-helpful Virgin on page 14



TERMINATOR......32

Arnie's not back – it's his first time.

JORDAN VS BIRD 44

Can EA dominate another US sport?

nts
MATT GROENING

MPSONS

It's about to happen! Prepare yourself by turning to page 22

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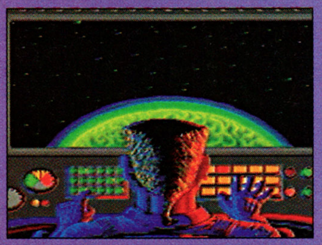
Maximum overdrive on your Mega!

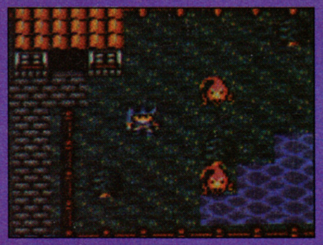


SLIME WORLD 63

It's gross!

MARIO LEMIEUX HOCKEY 66

Mario on your Sega?



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Yeah, yeah, yeah, I know the price has popped up again, but, unlike some of our "competitors", we've managed to keep the increase minimal, and judging by what you're getting bundled with this issue, I reckon it's very good value for money. What else can you get for £2.25 that gives you a solid read for more than a few hours, plus insight on world-wide Sega events, advice on serious Sega purchases, a collectable book listing every Sega game AND a massive poster of Bart Simpson! Everyone else tries, but no-one else comes close!

Ignoring all the gifts that are splattered to front of SegaPro, you'll also find a damn good read in this issue. You'll notice we're devoting even more space to the reviews (with 15 massive reviews spread over 29 pages, it's more review pages than any other Sega magazine), more news pages, more previews pages, plus our TEN hyper-active pages of Sega tips. How is it all possible? Well, SegaPro is constantly the biggest magazine around. We find producing a 100-page magazine no problem, and with the amount of Sega news we find each month, could easily fill a 200-page magazine! So when you're looking on the magazine shelves, don't be fooled by the "free" gifts, pick up the mag and take a look inside. With SegaPro, we guarantee you won't be disappointed.

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Dom Handy

THE SEGAPRO CREW

Dominic Handy
Most recent game: Trouble Shooter
Most recent film: Hand that Rocks the Cradle
Most recent video: Twenty One
Most recent album: 1992 The Love Album (Carter USM)
Most recent magazine: Premiere
TV show of the moment: 90210
Sport of the moment: basketball
Man of the moment: Christian Slater
Woman of the moment: Patsy Kensit
Word of the moment: didactic

Les Ellis
Most recent game: Corporation
Most recent film: Hot Shots
Most recent video: FX2
Most recent album: Adrenalize (Def Leppard)
Most recent magazine: Empire
TV show of the moment: Rock Block
Sport of the moment: WWF
Man of the moment: Andrew Dice Clay
Woman of the moment: Elvira
Word of the moment: veggie

Damian Butt
Most recent game: EA Hockey
Most recent film: The Last Boy Scout
Most recent video: Backdraft
Most recent album: 0898 (Beautiful South)
Most recent magazine: Car
TV show of the moment: Harry Enfield
Sport of the moment: Football
Man of the moment: Paul Heaton
Woman of the moment: Angelina Ball
Word of the moment: XS

James Scullion
Most recent game: Ax-Battler
Most recent film: Silence of the Lambs
Most recent video: Nice Dreams
Most recent album: Monolith (Amebix)
Most recent magazine: The Vegetarian
TV show of the moment: Married with...
Sport of the moment: American Gladiators
Man of the moment: Angus Deayton
Woman of the moment: Gert Buckett
Word of the moment: Deydodontdeydo

Dave Perry
Most recent game: Trouble Shooter
Most recent film: Cape Fear
Most recent video: Hulmerist (Morrisey)
Most recent album: Fear of the Black Planet (Public Enemy)
Most recent magazine: The Face
TV show of the moment: "Er, what's a TV?"
Sport of the moment: Boxing
Man of the moment: Flavor Flav
Woman of the moment: Sharon Stone
Word of the moment: B-o-o-o-y!!

Richard Monteiro
Most recent game played: European Club Soccer
Most recent film seen: Naked Gun 2 1/2
Most recent video: Terminator 2
Most recent album: Don't Call Me Buckwheat (Garland Jefferies)
Most recent magazine: What Video?
TV show of the moment: The Simpsons
Sport of the moment: beach volley
Man of the moment: Homer Simpson
Woman of the moment: Little Maruko Chan
Word of the moment: Yo!

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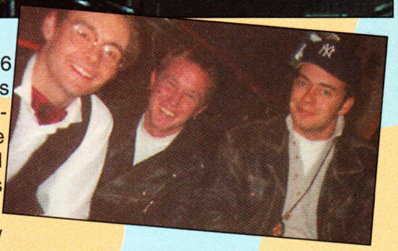

The three runners-up in The Sensodyne Mr White Teeth 1992 are Dominik Diamond, Dave "the kid" Perry and Ashley Paske from *Neighbours*.

With the programme getting a re-run over the Easter holidays in the morning, fans of Dominik Diamond's "throbbing" TV show GamesMaster – and surely that includes all of us? – will be overjoyed to hear of a new series. Scheduled to start this September and running for 26 weeks, a one-hour Christmas special edition is also being contemplated, with all the Yuletide trimmings. (Perhaps diamond Dom will even dress up as Santa!)

The second series has a new format, too, with the production team scrapping the cathedral, preferring a more hi-tech image this time. Just what will it look like? Not even our own Dave "friend to the stars" Perry will tell us.

What we do know is that that star challengers and "expert" commentators will almost definitely be staying – who knows, they may even be able to afford our own Damian "tipster to the stars" Butt!

As the new series is now being put together, you too can be part of the GamesMaster revolution. Games junkies of all ages are being sought to appear as contestants, reviewers and entrants into the Consoletation tips section! If you're interested (which, of course, you are!), scribble to *GamesMaster Stardom, PO Box 9, London E14 9GT*.

You'll need to submit your name, age and address, game achievements (high scores on *Sonic*, etc!), and a recent photo. Or, if you just want to attend as a member of the live (just) audience then give Stephen Carsey a bell on (071) 7129533 and he'll see what he can do for you.

SONIC AT MACH 1

The blue spiky one is back, and this time he's going to hit the compact disc. When he finally does appear on the Mega-CD, his latest high-speed antics will probably be given the whizzo title *Sonic 2: Super Sonic*. Work is now in progress, but the release date has been put back to sometime early next year.

Sonic 2: Super Sonic should also be appearing on Mega Drive, Master System and Game Gear, but sadly this has probably been delayed till early 1993, too.

WINNING WAGGLER

David Widdison of Nottingham has a big smile on his face this month, after being crowned Computer Games Challenge Champion of Nottingham. The plucky youngster battled his way through a field of almost a hundred qualifiers and, after winning in his age-group, finally defeated the other age-group winners (Anthony Dear and David Butler).

All three won a £50 voucher, and David, for winning the ultimate play-off, doubled his money up to £100. Well done, sir!

The competition was fought out on Mega Drives and Amigas, with the software being kindly supplied by Ocean and Virgin. The organiser and sponsor, SP Electronics, of Nottingham, declared the contest a tremendous success and will definitely be holding another. So if you live in the area, keep your eyes peeled for further info!

PROCHARTS

The charts this month have been compiled with the help TV Games, Kingbit Games, Console Concepts, the letters A and J, and the number 7.

MEGA DRIVE

1	1	Desert Strike	92%
2	3	Two Crude Dudes	91%
3	7	Super Off Road	85%
4	9	EA Hockey	91%
5	2	Kid Chameleon	89%
6	6	Pit-Fighter	95%
7	8	James Pond II: RoboCod	95%
8	RE	Rolling Thunder 2	91%
9	NE	Alisia Dragoon	84%
10	NE	The Duel: Test Drive II	91%

MASTER SYSTEM

1	2	Asterix	90%
2	1	Sonic the Hedgehog	96%
3	3	The Lucky Dime Caper	94%
4	4	Castle of Illusion	93%
5	9	Ghouls 'n' Ghosts	90%
6	6	Super Kick Off	90%
7	8	Fantasy Zone	95%
8	RE	The Ninja	75%
9	NE	Wonder Boy III	97%
10	5	Psycho Fox	87%

GAME GEAR

1	NE	Super Fantasy Zone	65%
2	2	Sonic the Hedgehog	96%
3	5	Wonder Boy	84%
4	1	The Lucky Dime Caper	90%
5	RE	Shinobi	79%
6	NE	The Chessmaster	83%
7	RE	Halley Wars	94%
8	4	Ninja Gaiden	71%
9	7	Chase HQ	74%
10	8	G-LOC	69%

PRODATES

5/92	DJ Boy (MD)	*UK*
5/92	Jordan vs Bird (MD)	*UK*
5/92	Olympic Gold (MD)	*UK*
5/92	Sagai – Darius 2 (MD)	*UK*
5/92	Wonder Boy in Monster World (MD)	*UK*
5/92	Zero Wing (MD)	*UK*
5/92	Aisle Lord (MD)	*Japan*
5/92	Wimbledon (MS)	*UK*
5/92	Grand Slam (MD)	*Japan*
5/92	Quiz Scramble Special (MD)	*Japan*
5/92	Detonator Organ (MD)	*Japan*
15/5/92	Satoru Nakajima's F-1 Hero (MD)	*Japan*
29/5/92	The Age of Navigation (MD)	*UK*
6/92	Speedball 2 (MD)	*Japan*
6/92	Ayrton Senna's Super Monaco GP II (MD)	*Japan*
6/92	David Robinson's Basketball (MD)	*Japan*
6/92	Smiling Smalesman – Part one (MD)	*Japan*
6/92	Top Pro Golf (MD)	*Japan*
6/92	Rise of the Dragon (MD)	*Japan*
6/92	Wonder Dog (MD)	*Japan*
7/6/92	All Formats Computer Fair	*Glasgow*
12/6/92	Lunar: The Silver Star (MD)	*Japan*
14/6/92	All Formats Computer Fair	*Haydock Park*
18/6/92	SegaPro#9 on sale	*UK*

SEGA GET THE BOOT

Sega are hoping to increase Europeans' awareness of their name by sponsoring the European Football Championships. The deal, believed to be in the region of £2 million, ensures a prominent Sega logo throughout the match, probably on an advertising hoarding on the side of the pitch, and also during advertisements. Starting in June, both ITV and BBC will be covering the matches, and viewing figures of 20 million have been approximated, depending on the success of both England and Scotland (the two teams competing from the UK).

DELAYS

- Firstly, a couple of delays from prestigious software house Electronic Arts. *Twisted Flipper*, described as a heavy metal pinball sim, will now not be released until September. Next up is *Powermonger*. Hugely popular on other formats, the Mega Drive version of this magnificent God-sim is suffering a minor delay, but should be out for end of June.
- News just in that US Gold's *Godfather III*, due out over a year ago, will definitely be here in October. In this case "definitely" means "probably".
- Due to their legal wrangle with Sega, all of Ballistic's products have been put back until the dispute is resolved. Watch out for them appearing back on the shelves around July if they win the dispute.
- Both Master System and Mega Drive owners will be sorely disappointed to hear that the spectacular piece of coding known as *Speedball 2* won't be appearing until late July/early August. This is due to the directors of the now-defunct Mirrorsoft having rather large pension fund problems.
- The fabbo JVC CD unit, cunningly disguised as a Wonder Mega, has been shelved for a while, if not indefinitely. Parent company, Matsushita, are now deciding whether to try their hand at their very own CD drive, with the possible aid of Electronic Arts.

NAME DROPPERS

With the arrival of *Trouble Shooter*, and the announcement of a name change for *MC Kids* (which was also to be called *MC Dudes*), we thought it would be interesting to look at a few other games that have suffered a title change due to marketing madness. As games for the Master System very rarely come out in Japan, this strange phenomenon hasn't affected it.

Trouble Shooter (US/UK) – Battle Mania (Japan)
Global Gladiators (UK) – MC Dudes (US)
Fantasia (UK/US) – I ™ Mickey Mouse (Japan)
Quackshot (UK/US) – I ™ Donald Duck (Japan)
Streets of Rage (UK/US) – Bare Knuckle (Japan)
Truxton (UK) – Tatsujin (US/Japan)
Target Earth (US) – Assault-Suit-Leynos (Japan)
Run Ark (UK/Japan) – Growl (US)
Toki (UK) – Toki Going Ape Spit (US) – Ju Ju Legend (Japan)
Arnold Palmer Tournament Golf (UK/US) – Super Masters (Japan)
The Revenge of Shinobi (UK/US) – The Super Shinobi (Japan)
Slider (UK/US) – Skweek (Japan)
Shining in the Darkness (UK/US) – Shining and the Darkness (Japan)
Gynoug (UK/Japan) – Wings of Wor (US)
EA Hockey (UK) – NHL Hockey (US)
Mercs (UK/US) – Commando 2 (Japan)
James "Buster" Douglas Boxing (UK/US) – Final Blow (Japan)
George Foreman Boxing (US/UK) – Heavyweight Champ (Japan)
Factory Panic (UK) – Good Luck, Gorby (Japan) – Adventure of Gerubi (France)
Wonder Boy (UK/Japan) – Revenge of Drancon (US)
Sol-Feace (UK/Japan) – Sol-Peace (US)
Wani Wani World (UK/Japan) – Croc Croc World (US)
Two Crude Dudes (UK/US) – Crude Buster (Japan)
Steel Empire (UK/Japan) – Battlewings (US)
Bio Ship: Paladin (UK/US) – Battle Ship Gomola (Japan)
Kabuki Soldier (UK/Japan) – Mystical Fighter (US)
Ambition of Caeser (UK/Japan) – Warrior of Rome (US)
Fire Shark (UK/US) – Tora! Tora! Tora! (Japan)

SEGA VERSUS THE WORLD

It's no surprise to hear that Sega are back in the law courts this month. The latest in a long line of lawsuits involves a US inventor, Jan Coyle, who developed and patented a video image display system in the Seventies. Allegedly, Sega, Nintendo and Atari have all used this system, and all but Sega have settled with boffin Coyle. The jury, finding against Sega, recommended damages totalling $33 million, although if they are found to have deliberately broken copyright, this already huge figure could be trebled!

Sega are, of course, still contesting this decision, but Coyle has hinted that he is still thinking about whether he should seek an injunction against Sega.

The long-running dispute with Accolade seems set to be decided soon, with the District Court of San Francisco instructing the software house to cease selling what stock they have, although retailers are allowed to sell what games they have left. This ruling has only affected the American market, but European lawyers on both sides of the battle are examining the outcome for their continuing struggle. Accolade insist this is only the start of the battle.

However, Alan Welsman, a spokesman for Accolade Europe, said Accolade have shown "good faith to the American court" by deciding to "voluntarily 'hold-off' production of further Ballistic product pending the outcome of the July hearing in the US District Court." Accolade still insist, though, that they want to return to working in the Mega Drive market as soon as possible. They wish to emphasise that it is purely a "temporary situation", and assuming they get the right result from the American hearing, they'll be back in business.

With Accolade having brought out plenty of excellent software recently, our hopes, and judging by the mailbag the feelings of most SegaPro readers, go with them!

FAIR'S FAIR

Roll up, roll up... Come to the fair. Yes, even more dates for what must be the longest running computer show in history! The All Formats Computer Fair features just that, all formats at fair prices. Dates and venues are below, but before you trot along just to find that they're not featuring any Sega stuff, give jocular PR man John Riding a bell on (0225) 868100, and he'll tell you exactly what's going down!

On Sunday June 7, the show hits City Hall, Barrowlands in Glasgow, and on Sunday June 14, it's back down south to Haydock Park, off junction 23, M6.

All fairs are open from 10am to 4pm with an entrance fee of four nuggets. SegaPro readers, however, only have to cough up three by using the voucher printed below.

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This voucher entitles the holder to £1 off the entry to any of the All-Formats Computer Fairs held between June 7 and June 14. For details dial 0225 868100 and shout for John.

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Whispers...

Now don't tell a soul about this, but we have heard rumours of a piece of hardware entitled the Magi-Drive. This totally illegal-to-use device allows the Mega Drive user to save their software onto floppy disk, and reboot, via disk, back onto the Mega Drive. The only reason we at SegaPro can see for doing this is rather obviously piracy! Piracy is illegal, but is thankfully minimal on Sega. If piracy were allowed to take a grip, like it has on the Amiga, software prices will just get higher. Be sensible, don't encourage it if you want the quality of games to increase. Don't even be tempted!

There was also rumour recently about a Mega Drive emulator for the Amiga – however, we would guess this started off as an April fool. If it isn't, then the only fool is the person trying to sell it. The price they were asking was just under £100, but as anyone knows, you can pick up a proper Mega Drive for this price. Only Amiga owners would be stupid enough to fall for this.

The Saddam Hussein Haters Club (which, no doubt, has a large membership) will be happy to learn that *Desert Strike 2* is already in development, featuring more of the same high-standard of death-dealing we've come to expect with the first!

The release of Flying Edge's *Alien 3* on CD is being considered as the first in a line of major movie tie-ins for the Mega-CD, but don't expect a UK version until the Mega-CD is established in this country. Another probable CD game is *CD Baseball* (a provisional title), with Sega themselves reputedly working on this all-American sport.

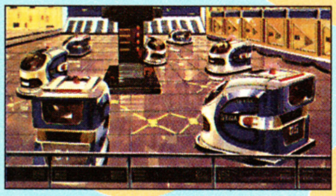
Huge American software company Sierra On-Line are moving into the ever-growing Mega Drive market. Their first release is the fabulous up-market RPG *Rise of the Dragon*, and rest assured, more will follow!

MICKEY MOUSE SEGA

In the next couple of years we're going to see a huge difference in the way amusement arcades are viewed. In a bold move, Sega plan to introduce their own amusement parks (already hugely successful in Japan!) into Europe and the UK.

Long gone is the image of seedy backstreet pool-rooms. These will be spacious, well-designed entertainment centres, full of the latest hardware and software. Features include the most recent virtual reality games, huge-screen shoot-'em-ups, and several types of simulator – not to mention a fast food bar!

To test this idea, Sega are opening an 800 square metre arcade at Euro Disney. If all goes well, then we should all see several small parks open by 1994.



SEGA IN THE CAPITAL

Sega will be touring the country this month with a series of four Capital Radio Roadshows. Hosted by well-known DJ and GamesMaster guest Mick Brown, the shows have already appeared at Lea Valley Park and Crystal Palace Park, and should be appearing at Dagenham Central Park on May 24, and finally at The Old Deer Park, Richmond on May 31.

Sonic has promised to make a guest appearance at each venue, and he'll be found in one of the two Sega buses present. With both Capital and Sega looking to create an atmosphere of pure entertainment, this should be a roadshow with a difference. If you're in the area, then a visit is a must. For more details, give the ever-helpful Sega UK a bell on (071) 7278070.

YOU'LL GO BONKERS!

According to the results of a survey carried out in Japanese elementary schools, video gaming makes certain young children more aggressive, competitive, and less able to relax. But have no fear, because the survey also went on to prove that the reverse was true as the pupils' ages increased, gaming becoming a source of relaxation, and not stress. (So now you know what to tell your mum.)

EVERY ONE A WINNER

SegaPro#6's lucky winners were...

WIN YOUR OWN PRO

(Datel)

A brand new Mega Drive, infra-red joypad, an Action Replay Pro, and a game of Datel's choice is winging its way to **John Robertson** from Glasgow. You lucky beggar! Runners-up are Daniel Lawton, Birmingham; Simon Taylor, Perthshire; Adam Newton, Cambridgeshire and Jonathan Ward, Berkshire, who will all receive an amazing Action Replay Pro cart!

MITSUBISHI TV GIVEAWAY

(SegaPro)

Guess what, Ben Byrne of Camberley, you've just won a spanking brand-new telly. How's that for a happy Easter!

RIDERS ON THE STORM

(Electronic Arts)

Christopher Cumming of Dundee is now the proud owner of a Raleigh Kandara MB, so get yourself a helmet and get ahead, Chris!

The five runners-up will all receive a copy of the rave edutainment game *Where in Time is Carmen Sandiego?* They are Fabian Benuenuti, Gwent; Simon Meekle, Lancashire; Chrishan Perera, Neasden; Ian Bartlett, Buckinghamshire and Catherine Gooding, Lincoln.

Well done to one and all. You might have already received your booty, but if you haven't by next SegaPro then give Di "what competition?" Tavener a buzz on (0225) 765086.

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- XENON II

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- SUPER KICK-OFF
- TOM & JERRY
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- RUNNING BATTLE
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- MERCS
- OUTRUN EUROPA
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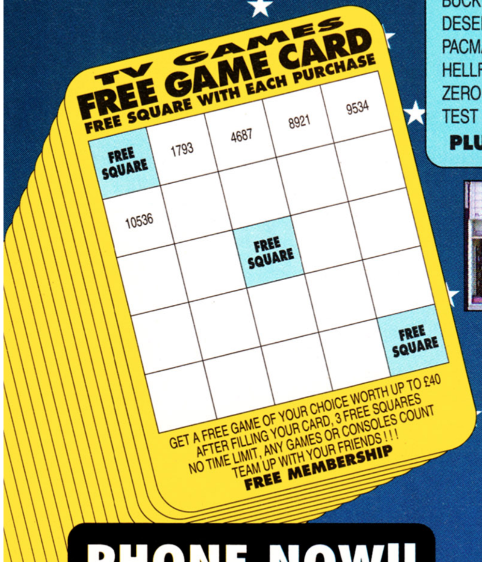

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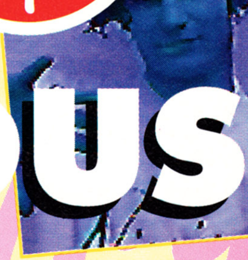
VIRGIN ON THE RIDICULOUS



Join the Pros with a brilliant Sega Mega Drive, still the hottest console on the planet. Hey, we don't need to sell this machine to you. SEGAPRO readers should know what a great machine this is, and even if you've got a Mega Drive already, another one would always come in useful. Just imagine, one console in the bedroom and one in the front room. Or, perhaps, one at home and one round at your gran's. Sega newcomer Virgin Games are very generously donating this prize, and to kick off your games collection, they're going to throw in three of their own Mega Drive titles, too.

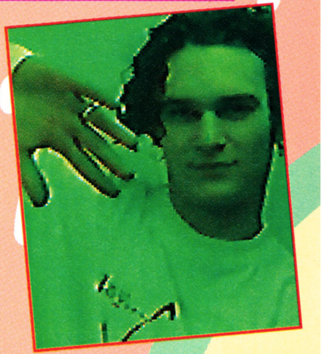
With hot names like *Chuck Rock*, *Corporation* and, of course, *The Terminator*, Virgin have catapulted themselves into the Sega limelight in a few months. Check out this issue for reviews of these games and news of their future plans. So if you are into chucking, corping or terminating, you could be in for a treat if you win this competition.

Even if you don't win the Mega Drive and games, you could still stand a chance of winning one of the ten terrific long-sleeved rave tops! Luckily, they aren't in rave colours, and come in a conservative white with a massive red Virgin logo on the front. These shirts definitely get the Pro seal of approval. Let's face it, we wouldn't giveaway anything we wouldn't wear ourselves. (And James has been wearing his since he got it three weeks ago.)

So all you have to do to win one of these shirts, or even the Mega Drive, is answer the three multiple choice questions, fill in the form, and send it off post haste to *Virgin Competition, SEGAPRO, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8LH.* The closing date for entries is June 22, so if they're not here by then you stand no chance of winning whatsoever.

★ WIN A SEGA MEGA DRIVE!

★ WIN VIRGIN MEGA DRIVE GAMES!



★ WIN VIRGIN T-SHIRTS!

VIRGIN ON THE RIDICULOUS

Ring your answers below to be in with a chance of winning a great Mega Drive or cool Virgin shirt.

1. A B C
2. A B C
3. A B C

Name ....
Address ....
....
....
Postcode ....

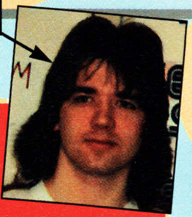
Machine(s) owned: ....
Age: ....

ANSWER THESE

1. Who directed the original Terminator movie?
a) Steven Spielberg
b) James Cameron
c) George Romero

2. Who developed *Corporation*?
a) Core Design
b) Polaroid
c) Kodak

3. Name the caveman who kidnapped the wife of Chuck Rock?
a) Fred Flintstone
b) Captain Caveman
c) Gary Gritter


"Beggsy"

WHO ARE...?

Kingbit Games
The James Thin Building, 57 George Street, Edinburgh, Scotland EH2 2JQ.
Tel: (031) 2257682

Mail order: March 1991
Shop opened: March 1992
Stock: Mega Drive, Master System, Game Gear, SNES and Game Boy
Main guys: Dave "car wrecker" Beggs, Jim and Crawford
Fave games: Dave – *EA Hockey*, Jim – *EA Hockey*, Crawford – *Desert Strike*
FYI: Dave "Beggsy" Beggs also runs a Kingbit Club, give him a ring for details. He's also starting an 0891 phone line in the near future with competitions and tips on it. They also stock joysticks, joypads, converters, books and magazines (including SEGAPRO, of course). Dave is also a regular contributor of games to SEGAPRO.
Comments: (Dave) "I wish Sega would get their act together and sort out their stock problems. The way games are being advertised so far ahead of schedule and still can't be delivered is wrong. Also, these small companies who set up, take your money and then run should be stopped.
"Also, magazines seem to be of a better quality since SEGAPRO came along; better reviews, better colour, etc. But SEGAPRO is still the best, of course. In fact, SEGAPRO is better than sex – you ask my girlfriend!" (That'll do nicely, Dave.)

KIDS '92

Held at the Harrogate Exhibition Centre and running from Saturday 28 November to Sunday 29 November, *Kids '92* could well be the single most innovative exhibition so far. Aimed at all pre-teens, it promises to combine children's entertainment, sporting challenges and competitions, so there will be plenty of opportunity for fun and games.

The Milk Marketing Board will be promoting the nutritional values of milk with a Milkshake Bar, which will be open the full length of the show. Youngsters visiting the show will be able to try their hand at 11 exciting sports, including canoeing, karate, mountain biking, basketball and orienteering. Top celebrities will be on hand to instruct and demonstrate many of these.

Special areas of interest include kids' fashion, confectionery, charities, education and health education, computers, music and other toys! It's the only show aimed at the pre-teens, and is well worth looking forward to.

More information can be gleaned from Kelly Walsh at PR Unlimited. Phone her on (071) 7307174.

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BIG CATS WITH STICKS

CHEETAH

That most prolific of joystick manufacturers, Cheetah, have once again expanded their range of waggle-worthy controllers. Their newest pad is called the Bollistick. It's ergonomically shaped for what Cheetah hope is supreme comfort, with extra sensitive fire buttons. At just £9.99 this certainly sounds like decent value for money. Versions for both the Mega Drive and Master System will be available.

Cheetah also announced this month the release of a Master System version of their much-acclaimed Bug stick. This should be out now, and retails for just £14.99.

CHEETAH
THE BUG

DON'T RUN THE RISK OF MISSING AN ISSUE OF SEGAPRO

Newsagents are selling out fast of Britain's biggest, brightest and best-selling Sega magazine, so ensure that you get your copy each month by either subscribing (see our great offer on page 74) or by handing your newsagent the completed form below.

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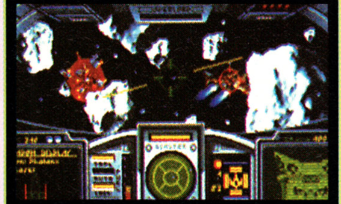
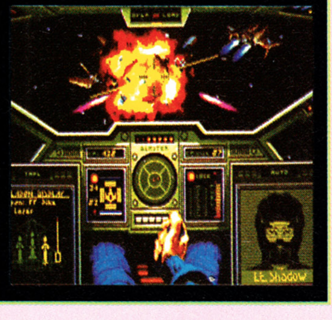
NEWS FROM JAPAN

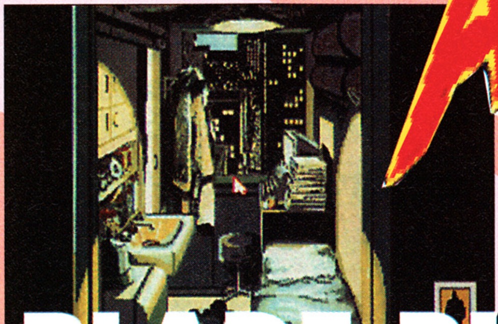
BATTLE COMMAND

Winging its way to you later this year is Origin's classic computer shoot-'em-up *Wing Commander*. It created a real stir when it appeared on IBM PC just over a year ago and it looks set to do the same on Mega-CD.



The game is basically a space combat adventure, but it features such stunning graphics and a brilliantly presented storyline that it already has a large computer following. You are a human pilot pitted against the warriors of the Kilrathi empire, who the Earthlings have been at war with for 20 years. The difference between this and most other shoot-'em-ups is that the enemy are intelligent, they won't just fly into a hail of bullets. With the Mega-CD's extra capabilities and fast access, this should really create a stir when it comes out later this year. Origin are one the first non-Japanese software companies to have product ready for the Mega-CD. When the machine is launched in America later this year, you can expect *Wing Commander* to be among the first games available for it.





BLADE RUNNING

Sierra On-Line are an American company renowned for their huge games on home computers, and now they're planning to storm the console market with a smart collection of Mega-CD titles.

The first in June, *Rise of the Dragon*, puts you in the role of Blade Hunter, renegade private investigator extraordinaire. The game is set in the year 2050 and Los Angeles has gone to pot. The city of angels is going through an age of decay, and an ancient evil has chosen this time to make an unwelcome reappearance. Blade is the only man who can stop the rise of the Dragon. The game features digitised hand-painted art which creates a very dark atmosphere. The CD soundtrack is similarly eerie.

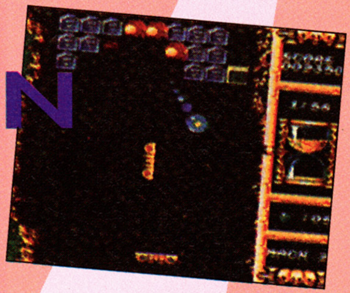
Rise of the Dragon has a real movie feel to it and should prepare the way for many more high-quality Sierra releases, even the *Leisure Suit Larry* series perhaps.

Mega Drive

1. Sorcery Kingdom
2. Spiritual Century Feiarea
3. Traisier of Ports
4. Fighting Masters
5. Tecmo World Cup '92
6. Super Fantasy Zone
7. Sonic the Hedgehog
8. SD Valis
9. Toki
10. The Roar of the Heroes

Game Gear

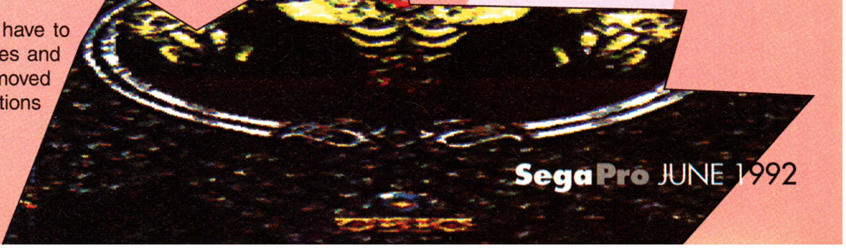
1. Sonic the Hedgehog
2. Pocket Mahjong
3. Super Monaco GP
4. Magical Taruruto
5. Wagonland



A DEVILISH OMEN

Devilish came out on the Game Gear last year and the strange pinball/*Break-Out* mixture proved very popular. The Mega Drive version was announced a while back, but during the production the name has been changed. The game will now be coming out under the title *Bad Omen*.

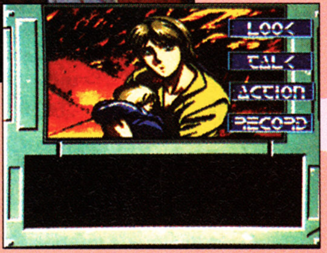
You control two bats and have to crash a ball through obstacles and bricks. The bats can be moved around in different configurations to force the ball through and around obstacles. This is not just your normal *Break-Out* game, though, as the graphics are superior to anything in its class. Multiple levels and huge tough level guardians put this ahead of the rest. Check it out when it gets released this month.



COUNTDOWN TO DETONATION

Everyone's jumping on the CD bandwagon. The latest company to do so, Hot B, synonymous with first class Mega Drive shoot-'em-ups, are now diversifying into RPGs.

Their first foray into the field is *Detonator Organ*, a translation of a Japanese animated video. Hot B have taken the best of the video and added some new characters. As with the other CD games seen so far, Hot B have gone completely mad on visual scenes. The graphics are said to match those used in the actual video, and the whole adventure is icon driven with just a few commands. Look out for an import version next month, but watch out for that Japanese text!

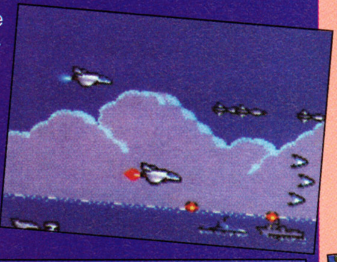


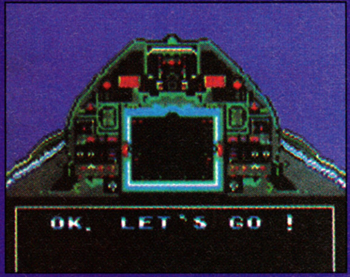
ASSAULT ON THE GEAR

Japanese gamers are really keen on shoot-'em-ups, even on the Game Gear. The latest is *Aerial Assault,* which Master System owners will remember from a long time ago.

A terrorist organisation called the NAC has developed a laser called El which they are using to destroy the ozone layer. NAC then turned their attentions to all-out combat and attacked every country simultaneously. No-one could hold out under this sustained pressure and nations soon began to fall. In a last ditch effort to control this attack, you have been given the Freedom Fighter, the most advanced aerial attack aircraft there is. You have to destroy the NAC once and for all.

The action is your basic horizontally scrolling shoot-'em-up, but it was very addictive on the Master System, and should be even better on the Game Gear. But you'll have to wait till June to find out.





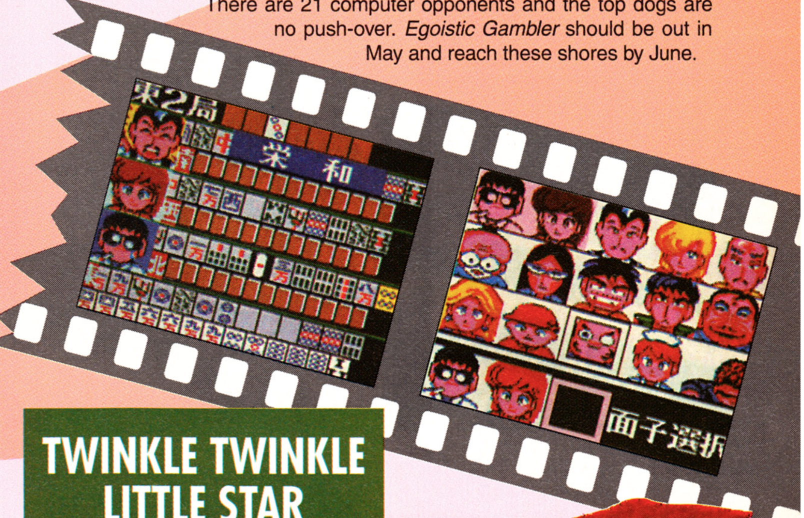
OK, LET'S GO !

I'M A GAMBLER

The Japanese are still getting new releases for the Game Gear, even though things have slowed up in the UK. Next on schedule for release is *Egoistic Gambler*, a new version of the old Chinese game mahjong.

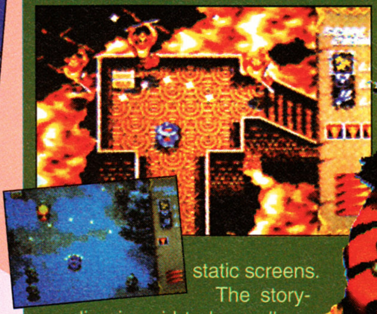
There are four skill levels that cover all standards of play, because the Japanese play this game like we play chess. There are also three different game modes. In knockout mode you will go one-on-one with your opponent till you get knocked out or you win. In team mode you and a partner (computer controlled) take on the opposition one by one, and lastly free match mode, where you pick exactly which computer opponent you take on.

There are 21 computer opponents and the top dogs are no push-over. *Egoistic Gambler* should be out in May and reach these shores by June.



TWINKLE TWINKLE LITTLE STAR

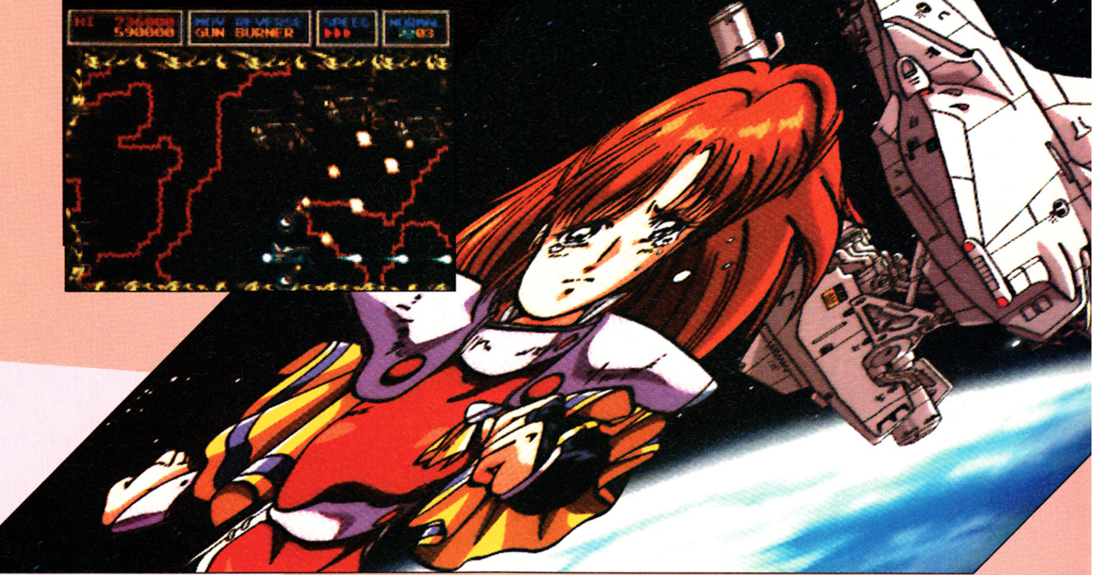
June 28 sees the release of *Twinkle Tale* from WAS, another shoot-'em-up and based around a girl called Salia. She must fight the forces of evil on her home planet to save the day. As you progress, more and more of the story is revealed to you via the use of static screens. The storyline is said to be really gripping and involving. The scenes change as you progress through, battling with demons and monsters from your worst nightmares. Salia has magic on her side as she casts two kinds of magical spell. There are a wide variety of different monsters which hopefully should put this ahead of other shoot-'em-ups, although judging by these early screen shots it does look a little like the classic *Undeadline*, another damn fine game.



NEWS FROM JAPAN

GREY BLASTING

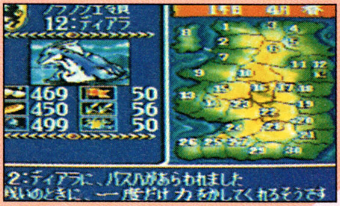
The newest Mega Drive shooter to come out of Japan is *Grey Lancer.*, a sideways scrolling blast frenzy. As we've come to expect, the cart is packed with stunning static screens and adds many new ideas to the shoot-'em-up genre, like being able to pick your attacking patterns to battle a particular enemy. *Grey Lancer* will be blasting onto the Mega Drive in July.



BLOOD MONEY

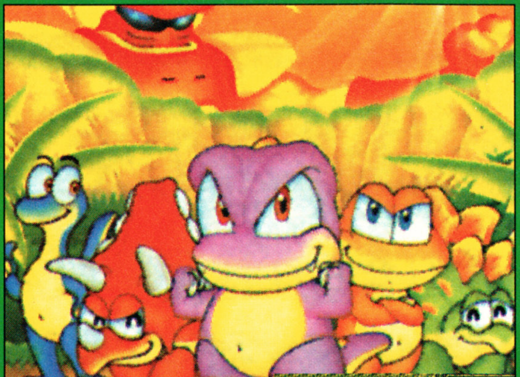
Koei are a Japanese company who prove to be immensely unpopular with English games reviewers. Their simulation games are so huge and deep that it takes forever to get into them and then you get so involved that you forget about any other work you have to do.

For their fourth journey onto the Mega Drive, Koei are producing *Royal Blood*, an adventure set on the mythical island of Ishmeria. You are an aristocrat and have taken it upon yourself to unseat the King of Ishmeria who has become vastly unpopular. Only this will re-unite the kingdom.


12:ティアラ
469 50
450 56
499 50
2:ティアラに、バスハがあらわれました
戦いのときに、一度だけ力をかしてくれるそうです

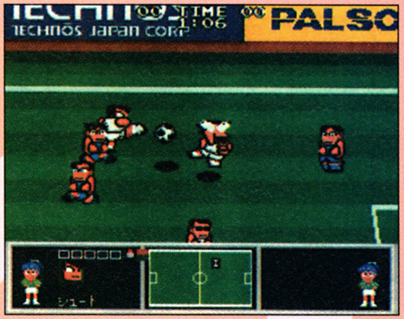
Ishmeria is no ordinary country; it is filled with fairies and monsters. You can persuade these creatures to help out your cause. But you are not the only aristocrat on Ishmeria vying for the crown, there are 64 in total, and some will help you. No Japanese release date has been confirmed as yet and it looks highly unlikely that this game will emerge in the UK due to its highly specific Japanese content.

STEP BACK IN TIME



Populous and *Powermonger* put you in the role of playing a god controlling people. Now the crazy people in Japan have decided to go one better and make you a god controlling dinosaurs in *Dino Brothers* on the Mega Drive.

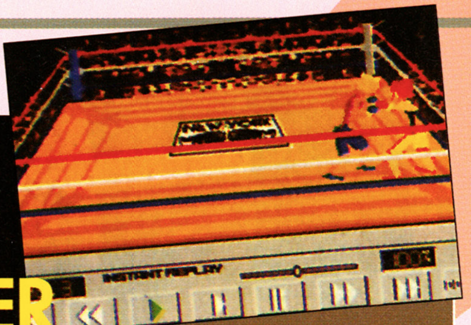
These dinosaurs need your assistance to repel an invading race of aliens. You can hatch out eggs to bring new dinosaurs into the fight or you can inflict natural disasters to hamper the aliens' progress. The game isn't exactly what you would call a serious simulation but you will still need to think carefully about your tactics before you act. The geography of the landscape will change with every stage, affecting the tactics. There are also five different types of dinosaur to combat the invading aliens.



HOT DODGING!

Hot-Blooded High School Dodge-Ball (Soccer Edition) is the latest sports game (not to mention odd title) to emerge from Japan. It's a six-a-side football game featuring a team of students, led by a student called Kunio. They are dodge-ball players but have been drafted into the football team because the rest of the footy players have got food poisoning. Two players can team up to go against a computer opponent or go one-on-one against each other.

The cart features 13 teams with higher opponents being champions with great skills. *Hot-Blooded High School Dodge-Ball (Soccer Edition)* will be coming out June/July and could provide quite a needed change from the usual serious sports sims.



CLUSTER BOMBING

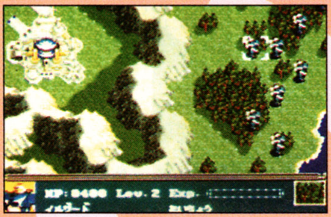
A new joypad has hit the streets in Japan, and could soon be coming to the UK via an enterprising importer. The Cluster Stick E is a table-top stick with a ball-topped shaft and three buttons to the side.

The cool-looking stick has the essential turbo fire options with a variable speed. It also has a slow motion option, which to all intents and purposes is the same as repeatedly pressing the PAUSE button. The stick has just been released in Japan, so watch out for a ProReview soon.

E's
START
C
B
A

FOX THE VIXEN

Vixen 357 is a sci-fi RPG simulation. Released for the Mega Drive, the game consists of 16 different stages where you control heavily-armoured robots. As the story goes on, you will come across more of your kind, some will be friendly, most will not.



There is a wide range of machines in the game along with 40 different kinds of robot. Each robot's effectiveness will change depending on the scenery, which will change as you progress through the game; later stages will also call for you to change between robots. There are combat scenes in this game that look very real, just like an action game, but everything is strictly simulation; you just sit back and watch these scenes. As is the vogue at the moment there are also conversation scenes between characters. The release date of *Vixen 357* hasn't been confirmed yet, but we will bring you more news as we hear it.

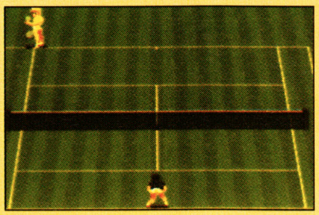
MEGA-CD GETS BOXED

A boxing game with a difference is being released on the Mega-CD. *4-D Boxing* was released on home computers as *4-D Sports Boxing* and is a true boxing simulation. This sucker features graphics that will make your mouth water.

On computers it suffered from slow-down occasionally but this will be rectified with the Mega-CD's extra power. You have to rise through the ranks of the no-hopers to fight the big brutes, eventually getting a title shot. It's not just a case of slugging it out though, with a little thought and tactics you'll start going places – otherwise you'll just be kissing canvas. No release dates as yet, but don't

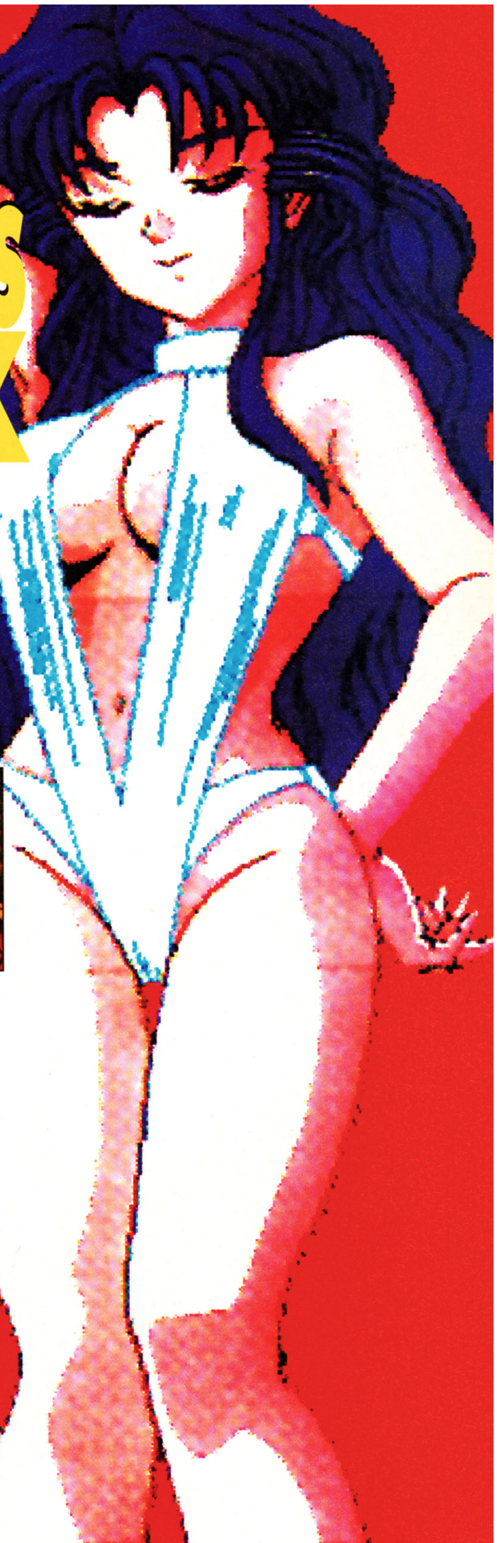
WHAM BAM GRAND SLAM

Tennis is a game that has been sadly neglected on the Mega Drive. *Pro Tennis Tour 2* from Ubi Soft is rumoured to be happening but no-one knows when. Sega have decided to set this right and are releasing *Grand Slam Tennis* to tie in with absolutely nothing.

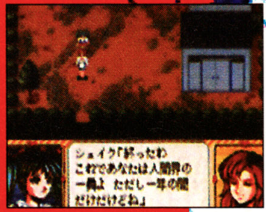


Grand Slam caters for all manner of players, from novices to complete Edbergs, it will even train you. You can also play exhibition or circuit games. The controls are sensibly allocated to the joypad and you will soon find yourself firing off powerful back-hand volleys or lobbing your opponent when he's at the net. So turn down that racket and pick up that racquet as *Grand Slam* smashes its way to you in June.

SOFT AS SILK

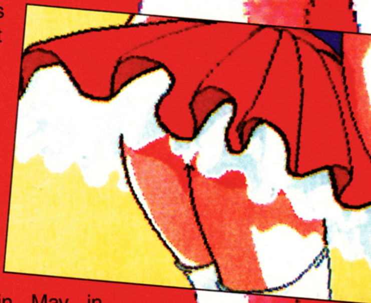


The oft-mentioned *Magical Girl Silky Lip* finally takes to the Mega-CD, using the media to the full. The eponymous character is a talkative little girl who has to meander through 11 stories completing tasks set for her.


シェイク「終ったわ
これであなたは人間界の
一員よ ただし一年の間
だけだけどね」

When little Lip has to converse with a character, the screen switches to a one-on-one conversation mode where real voices are used for the talking – but it's all in Japanese, of course. Between each of the stories, there are comic strips where the characters from the game perform totally incomprehensible plays.

It could be the gameplay or just the potential for graphics that sound attractive, but you can be sure that we'll be getting hold of this one. It'll be out in May in Japan.



MEGA DRIVE MASTER SYSTEM GAME GEAR

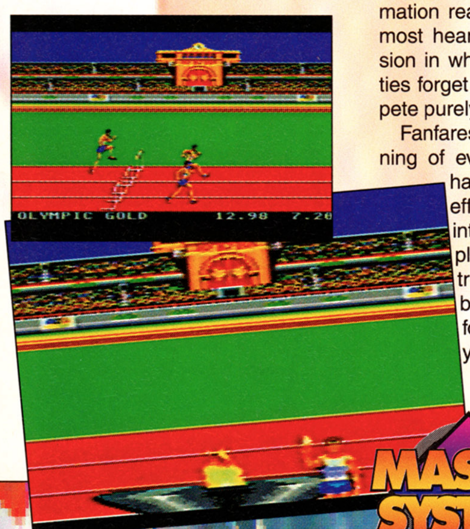
OLYMPIC GOLD

MD, MS & GG

Once again US Gold have managed to obtain a major sporting licence, following *Leaderboard* and *Super Kick Off*. This time the focus is on the Olympic games to be staged this year in Spain's hi-tech metropolis Barcelona.

***Olympic Gold – Barcelona ’92* is a multi-player, multi-event sports sim in the classic mould of *Summer Games*, or perhaps *Daley Thompson's Decathlon* and *Hypersports* which failed to appear on Sega.**

The seven competitions comprise two track, three field and two swimming pool events. These can be played individually in a practice mode, or you can choose just your favourite events and compete in a mini Olympics. The pièce de résistance, however, is the full Olympic Games, so it's off with the Shell suit and on your marks... get set... GO!

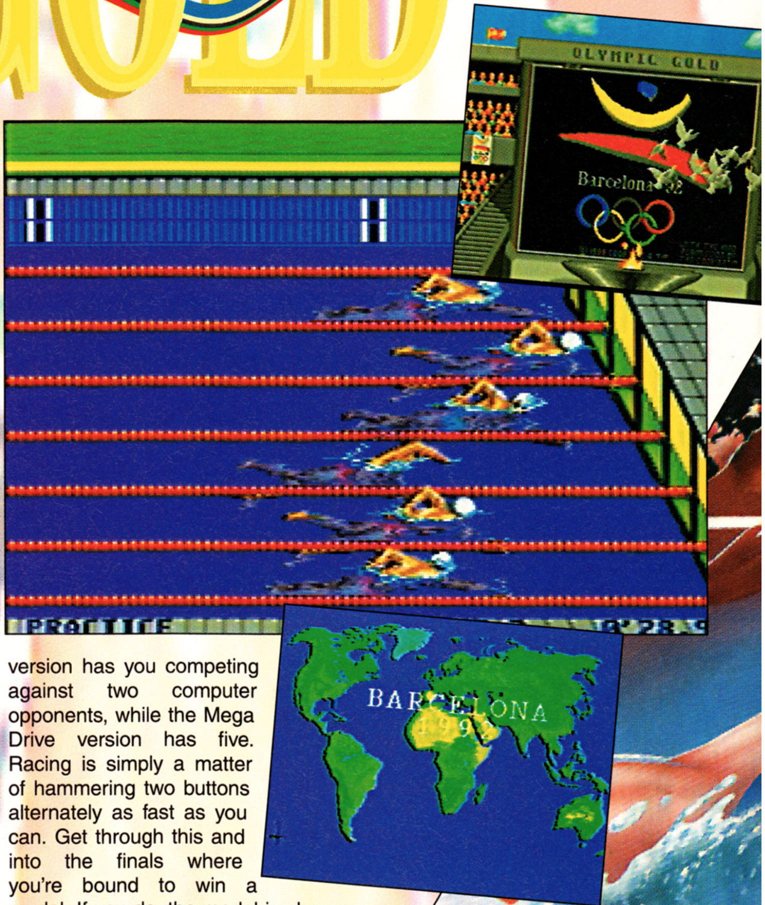


Olympic Gold has to be the most up-to-date licence of the year, yet its gaming roots are firmly planted in the 8-bit sports game of the early Eighties, and historical roots even further back in the mists of time. But there's nothing old about this game, everything is bang up to date, even taking "1992 and all that" into account.

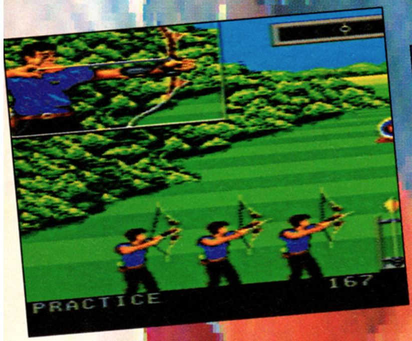
After selecting your native tongue (very "1992") from a choice of eight, you go to the main options menu. In great Olympic style the torch-bearer appears and passes on the flame. The doves are then released and fly off into the distance. This lovely animation really sets the scene for this most heart-warmingly friendly occasion in which people of all nationalities forget their differences and compete purely for sporting excellence.

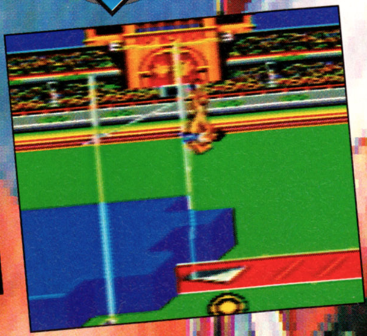
Fanfares accompany the beginning of every event, and each one has its own particular sound effect and tune. The most interesting feature is the playing of your chosen country's national anthem from a bank of eight. (And don't forget to stand up and put your hand on your heart.)

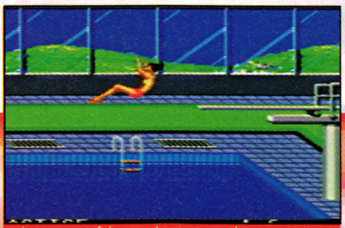
Event number one is the 100m sprint. The Master System version has you competing against two computer opponents, while the Mega Drive version has five. Racing is simply a matter of hammering two buttons alternately as fast as you can. Get through this and into the finals where you're bound to win a medal. If you do, the medal is shown onscreen in a presentation box with your national anthem playing in the background, and your achievement recorded in the score books.



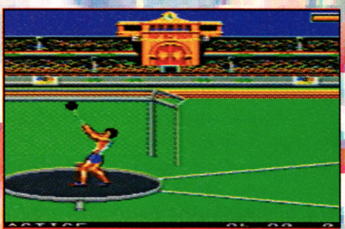
MASTER SYSTEM





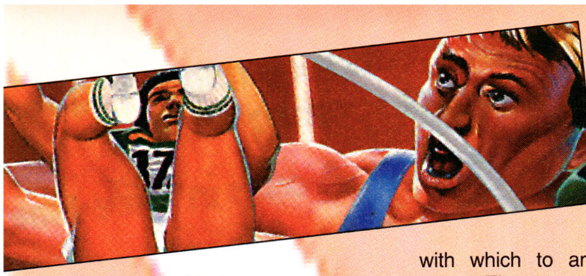


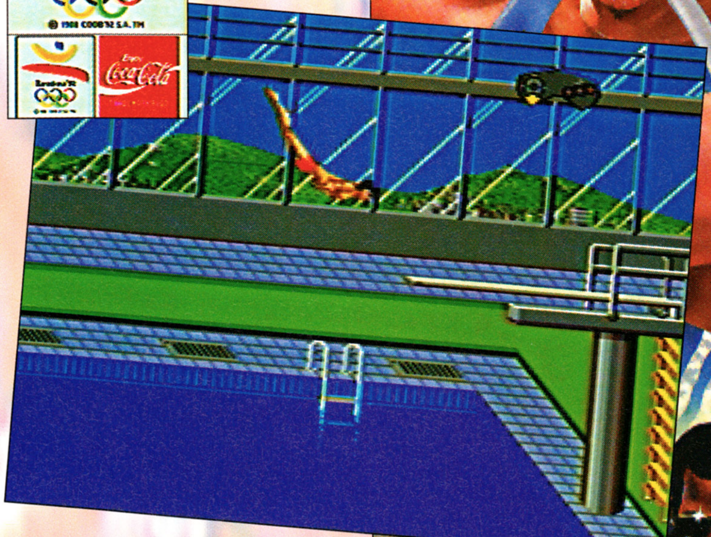
Above: one of the toughest events; the spring-board. Perfect entry is a must, but not very easy!



Above: MC Hammer on the turntable, yo! But he's a singer not a thrower, so duck, everyone!

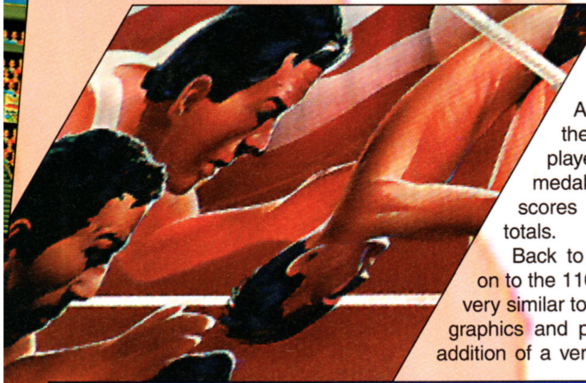
The first Olympics took place in 47



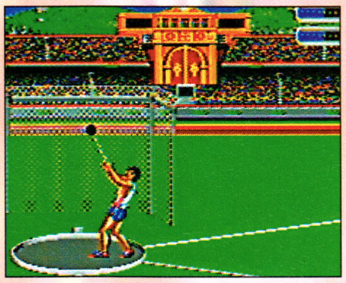


Next comes throwing the hammer. This is one of the more dangerous field events, as a stray throw could injure or even kill someone! Once again it's really a matter of furiously battering your joypad's buttons for spin-speed, combined with split-second timing to release your potentially lethal projectile.

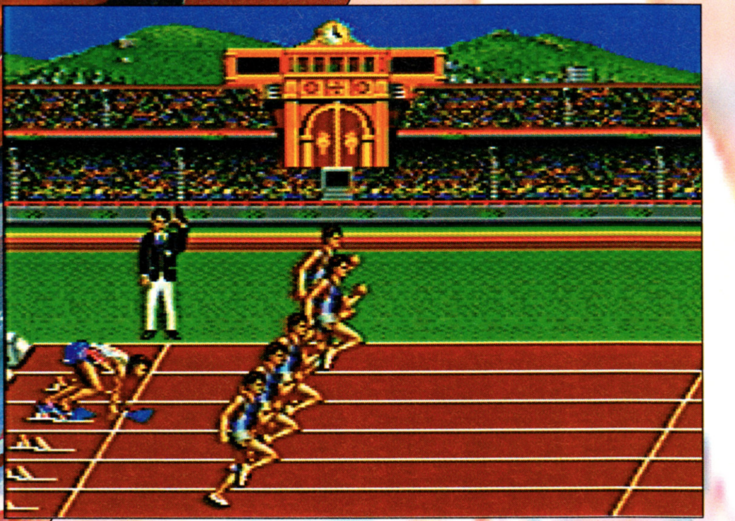
Archery is the third event, and possibly looks the best. You and your opponents have six arrows with which to amass the highest score. The competition area is set away from the stadium in a lush, grassy area surrounded by masses of shrubbery. An animated inset shows you drawing your bow, and a wind-strength meter tells you the weather conditions. Then comes the hard part. The action takes place in another inset. You've obviously had one too many, as your hands are shaking like a leaf! A sight on your bow tells you where to aim, and when it's over the bull, you can let rip. After three rounds the scores are displayed, the relative medals doled out, and scores added to the totals.



Back to the track and it's on to the 110m hurdles. This is very similar to the 100m sprint in graphics and playability, with the addition of a very realistic hurdling action. This adds to the difficulty, as co-ordination joins the skills necessary to win.



Above: here's Jan on the Hammer – geddit? If he doesn't release it soon, he's going to be taking an early flight home!



Above: marks, set, go! Player one has a humungously bad start here, but some heavy waggling should ensure a good finishing position!

Possibly the hardest event is the pole vault, both in reality and *Olympic Gold*. Your sprite is very similar to the one appearing in the other track events, with the added extra of a 20-foot pole. The vault itself is rather a complicated affair, with several buttons to be pressed as you travel skywards. Get the combination wrong and the cross-bar tumbles with you, get it right and glory is yours!

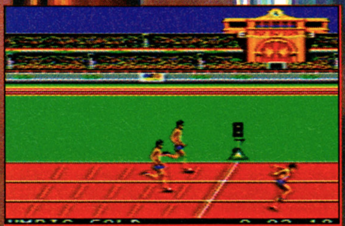
Also pretty tough is the diving. A huge glass house contains the pool, and the water is a crystal-clear blue.

An icon-menu shows you which dive you must execute, with spins, pikes and even bombs at your disposal.

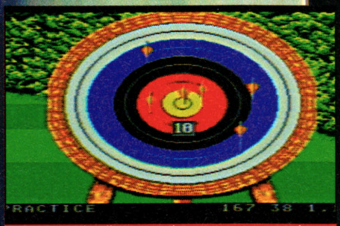
Finally, we stay poolside for the 200m crawl. Yet again you must tap those buttons as fast as you can, but this time you have to pace yourself. A stamina meter dwindles if you over-exert your player, thus resulting in him stopping for a breather and you losing the race.

Although not staggeringly innovative, *Olympic Gold* looks like being a very enjoyable and entertaining, non-violent game. Designed to fit a popular format, it does so in an extremely professional manner. The game is nearing completion now, and the 95%-finished version we had for preview seems to indicate that everything is on target for a glorious summer game. All we need now is a glorious summer!

Look out for full reviews of all three Sega versions of *Olympic Gold* next issue.



Above: nice finish, player one. Love that lunge for the finishing line! Just don't mention Ben Johnson!



Above: and Bully's special prize.... It's a speedboat! Shame you've no car to tow it with, though!

PROFILE

OLYMPIC GOLD ● US GOLD ● £39.99(MD) £34.99 (MS) £24.99(GG) ● OUT JUNE

CART SIZE	4Mbit(MD), 2Mbit(GG/MS)
DEVELOPERS	Tiertex
PERSONNEL	(MD)Dave Stead, Donald Campbell (MS/GG)Doug Anderson, Chris Brunning
FEATURES	four-player alternate play

The new Olympics started again in 1896.

THE SIMPSONS™

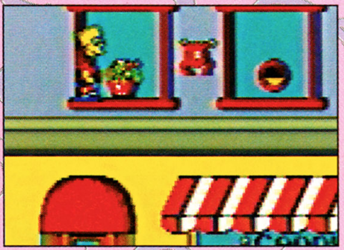
BART VS. THE SPACE MUTANTS

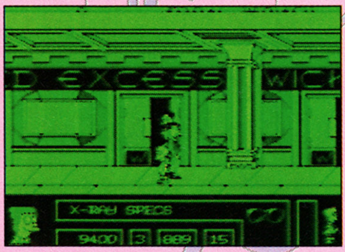
MATT GROENING

Bart Simpson is probably responsible for selling more Sky satellite systems than Alan Sugar and Rupert Murdoch combined. The little fellow's show, screened on Sunday at 6:30pm on Sky One, is undoubtedly the most watched English-language programme on satellite.

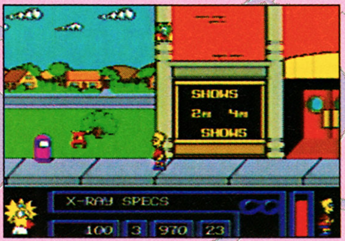
With a current viewing audience of over a million (not bad for a satellite programme) and a forthcoming terrestrial TV airing, The Simpsons, unlike the Turtles, are definitely not dead. Like all the great cartoons, they appeal to both young and old alike, with hidden jokes, innuendo and more often than not irony in practically everything they say.

Flying Edge's conversion of the original NES Simpsons game onto Sega has been eagerly awaited by gamers world-wide, and via SegaPro you can take a close look at some early pictures.





To spot the aliens, Bart has to don his trendy x-ray specs. The screen will turn green and the aliens will appear with spikey hair. Jumping on them will kill them; if you jump on innocent people you will lose a life.



Ever since there were rumours of a Simpsons film, there have been rumours of a Simpsons console game. Acclaim, Nintendo's top third-party developer, were first in line for the licence, and a NES, Game Boy and Super NES title soon followed. But due to a clever clause in The Simpsons console licence agreement, owners of others machines would not be able to see the game till a good while after Nintendo owners.

CANDY
MOST
DANDY

So here we are, around a year after the original Simpsons game, and finally the Sega conversions are allowed to see the light of day. Through Acclaim's Sega label, Flying Edge, you can now look forward to two games (so far) based on the characters and conversions for all three Sega machines, with a Mega-CD game looking very desirable.

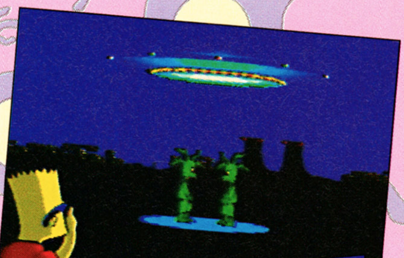
The first Sega game to appear will be a conversion of the first ever Simpsons game, the NES's *Bart vs the Space Mutants*. The whole plot is explained in expert detail by a comprehensive intro sequence.

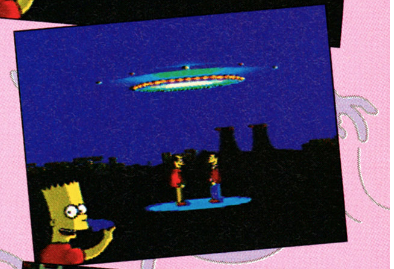
Aliens have invaded Bart's home town of Springfield, landing in a space ship at night to avoid being spotted. Luckily, Bart was up to his usual mischief and while crawling through the undergrowth stumbled upon the invaders. However, at first glance they appeared to be created just like us Earthlings, in fact some of them looked like the town's inhabitants. Fortunately, the yellow-skinned whipper-snapper happened to have his special x-ray glasses with him. On wearing these, Bart saw the aliens as their real selves – not a pretty sight. It seemed that the aliens had taken over the bodies of, or perhaps cloned, Springfield's inhabitants. Bart wasted no more time, and because he knew on-one would believe the truth, it would be up to him to save Springfield.

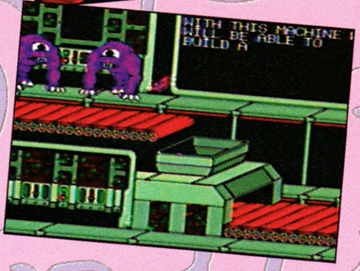
It transpired that the aliens were using the purple objects of the town to power a mind-control weapon, so Bart must first attend to this problem. On the first level, as well as revealing the members of the populous that are secret aliens, he must paint all the purple objects in the town red. This isn't as easy as it sound, especially as Bart is only about four feet tall.

Bart's second task is to knock all the hats off people's heads, as the aliens are using hats too! Things just get worse as the aliens start to suss on to Bart's one-man wrecking crew, and the last of the five levels will push Bart to his limit.

As Bart starts to uncover the aliens' plot, members of his family





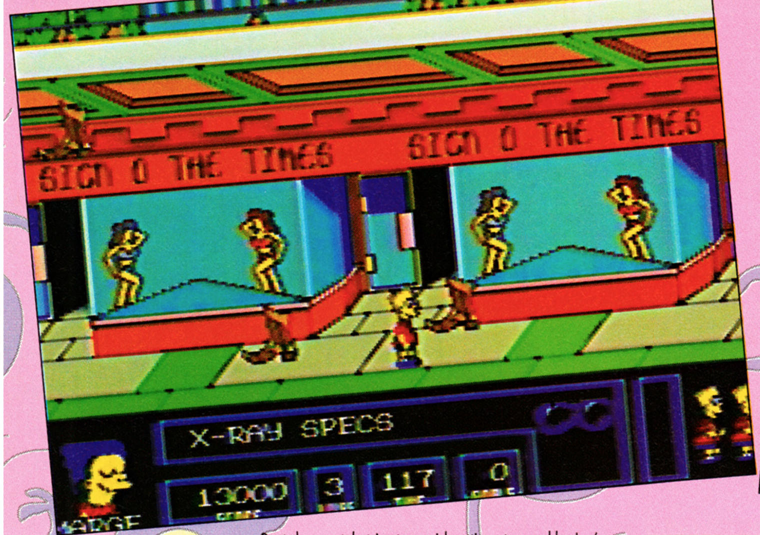


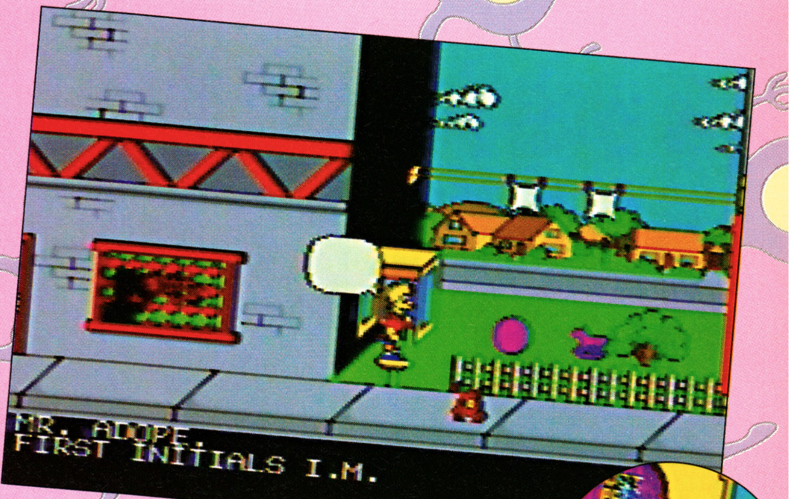
WITH THIS MACHINE I WILL BE ABLE TO BUILD A

The aliens have developed a machine that is fuelled by purple objects. Only one kid can stop them, and that kid is yellow and ten years old.

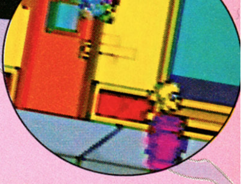
PROFILE

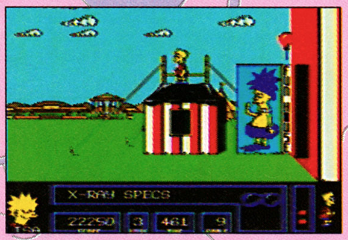
THE SIMPSONS ● FLYING EDGE ● £TBA ● OUT JULY	
CART SIZE	8Mbit
DEVELOPERS	Arc Developments
PERSONNEL	Julian Scott Chris Coupe
FEATURES	n/a

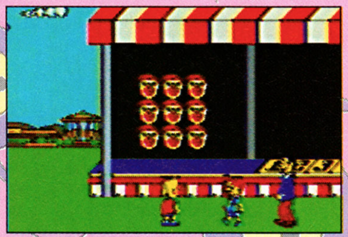




Bart desperately tries to avoid getting stomped by Les's new boots while collecting hats from possers by. He has stomped enough aliens to spell out MARGE (bottom-left), now his mum will help him defeat the level guardian.







When young Bart gets to the fair, he can earn extra coins and lives by playing some of the side shows. This one's the easiest, all you have to do is hit three of the faces.

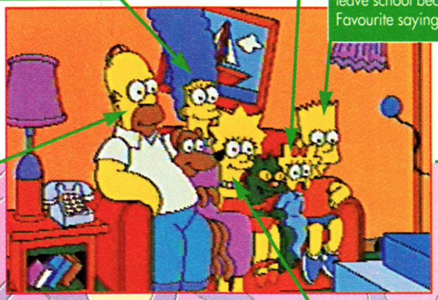
MEET THE SIMPSONS

Maggie – The baby of the family. Tends to spend most of her time crawling around, sucking on her dummy and falling face first into food. Hasn't learned to speak yet.

Marge – Bart's long suffering mother. Totally devoted to her husband, Homer, despite all his shortcomings. Favourite saying: "Oh, Bart, how could you?"

Bart – The ultimate anti-hero. Refuses to leave school because he might have to work. Favourite saying: "Don't have a cow, man."

Homer – Bart's all-singing, all-drinking father. "Works" at the nuclear power plant, loves doughnuts and watching football. Favourite saying: "Baarrrrrrttttt!!!!!"



Lisa – Blues-playing saxophonist and sister of Bart. Favourite saying: "I used to have belching contests with my dad, but I grew out of it".

begin to believe what he is saying. For instance, on the first level, Marge, the mother, will help you defeat the school bully, Nelson. All the infamous characters of the cartoon are included, from Krusty the Clown to Montgomery Burns, so fans of the series will feel well at home.

Even on the NES, this game played like a dream, and with the superb graphics and sound of the Mega Drive, this game cannot fail. We've had preview ROM chips of the game in the offices for months, and have been playing it non-stop.

We'll be bringing you an exclusive review of the Mega Drive version in the next issue of SegaPro, with reviews of the Master System and Game Gear version in the following issue. The game is set to be released on the MD in July, with the MS and GG versions coming soon after. Pencil it in your diary as this is one game you will not want to miss.

THERE'S MORE

Bart Simpson isn't going to be just a one hit wonder. The release of *Bart vs the Space Mutants* in July/August will be followed by *Krusty's Fun House* around Christmas 1992.

The game, which is unique to the Sega machines, has you controlling Bart's favourite TV personality, Krusty the Clown. The mischievous clown's TV studio and residence have been over-run by rats. Now Krusty must clear the area before his audience of kids turns up. Ultimately, this means the gameplay ends up like a cross between *RoboCod* and *Lemmings*, which sounds odd but seems to work fine.

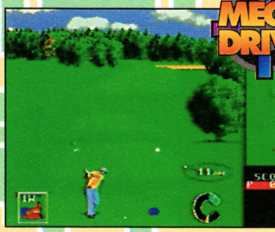
The SegaPros managed to get a sneak play of this at a recent trade show, and although it was far from finished, the game obviously has a lot of potential.

Flying Edge hope that this is just the beginning of a continuing series of Simpsons games, and say that as long as The Simpsons is popular they'll be producing console games to back it up. *Krusty's Fun House* will appear on MD, MS and GG this Christmas.

BRAND X SPRAY PAINT NO CFCS
MATT GROENING

GOLDEN OLDIES

Last month we mentioned that US Gold were bringing their golfing simulation, *World Class Leaderboard*, to the Mega Drive. This month, we've managed to get our hands on some ROM chips, so you can expect a full review next month. But if you can't wait, rest assured in the knowledge that we believe it looks and plays better than any other golfing game on the market (including even the great *PGA Tour Golf*!).

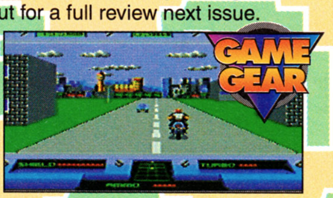


US Gold's final Sega conversion of *World Class Leaderboard* could be the best yet. Mega Drive owners will have to wait till September, though, for this potentially classic game.

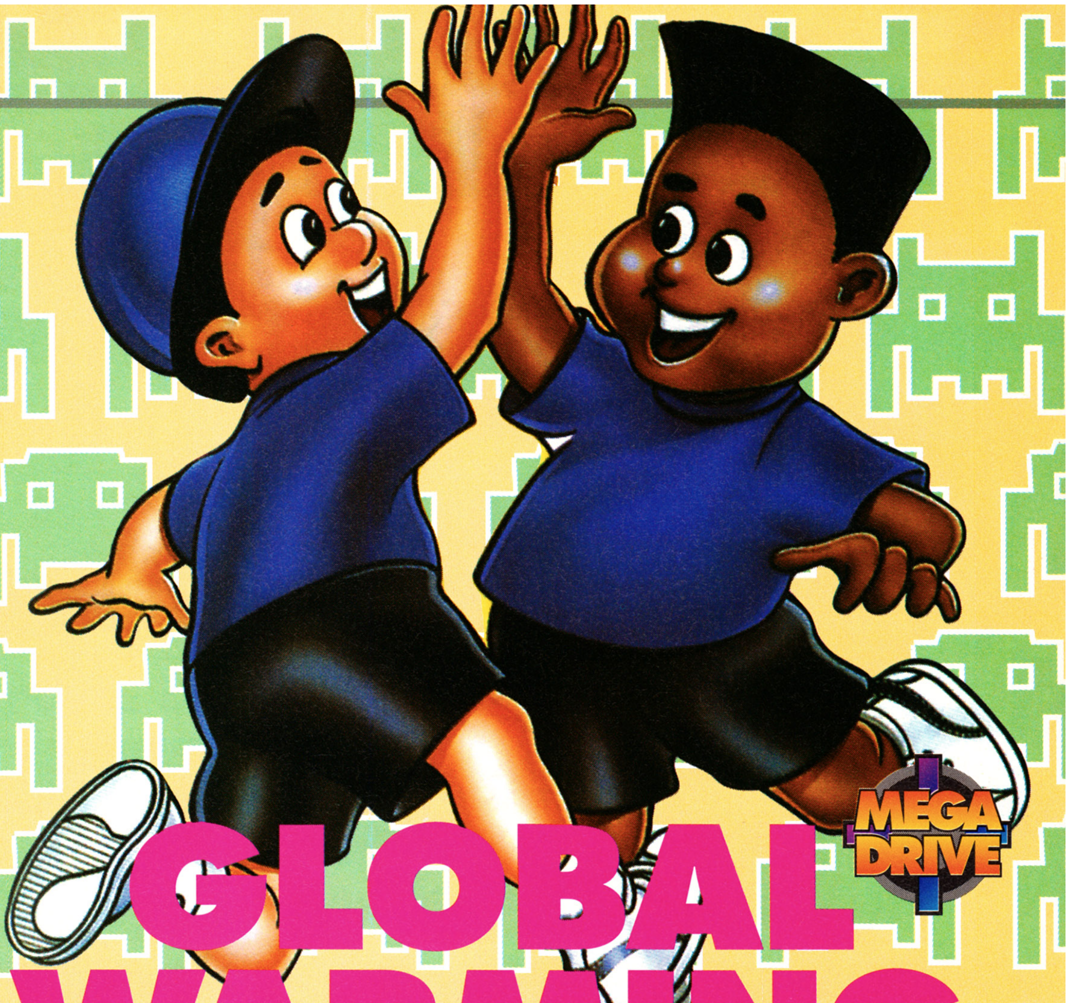
Up to four players can compete over four of the toughest courses ever to face a golfer. All the best features of the Game Gear and Master System versions are included with greatly improved graphics and a host of extra features. If you hit a lousy shot you can even let the computer take over and get you out of trouble.

The only bad news is that US Gold are looking at a September release for this potentially superb game – can you wait?

This month we can also bring you more pictures of *Out Run Europa* on the Game Gear. Obviously it has the same storyline as the Master System version, with you playing the secret agent who's had some even more secret papers stolen and is in pursuit of the thieves. The graphics are identical to the MS, even managing to keep the speed and playability of the original. Again, look out for a full review next issue.



The Master System version of *Out Run Europa* received a ProYo! in SegaPro#2, and the forthcoming Game Gear version looks like toppling the original *Out Run* as the top GG racer.

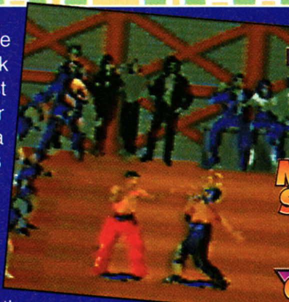


GLOBAL WARMING

They're lean, they're clean, they're green but not mean. Who are they? Why the Global Gladiators, of course. These two gum-chewing dudes used to be known as the MC Kids (after MacDonald's) on the Nintendo, but under their new guise they are still committed to saving the world from pollution. Yes, these two characters are the world's first eco-friendly console children. Their mission is to clear up the toxic waste from the sea, eradicate the urban dumping grounds (mostly filled by rubbish from burger take-aways!), and plug up those pipes releasing poisonous fumes into the air (mostly from the exhausts of cars at burger drive-throughs). But the kids don't mind because – apparently – it's all in a day's work for them.

The programming genius behind Mega Drive *Global Gladiators* is one Dave Perry, and the brains behind the Master System game, David Lynch. No firm release date as yet, but expect both versions this autumn.

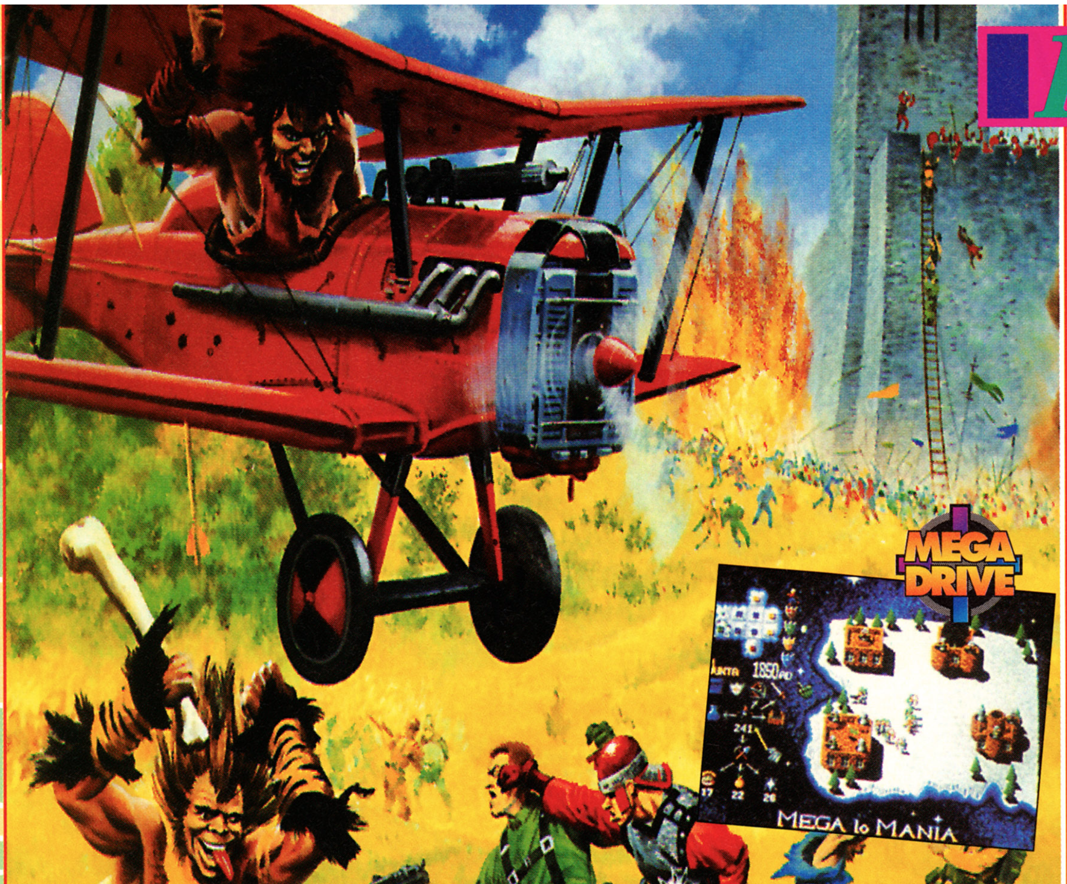
IT'S A MAD, MAD, MAD WORLD



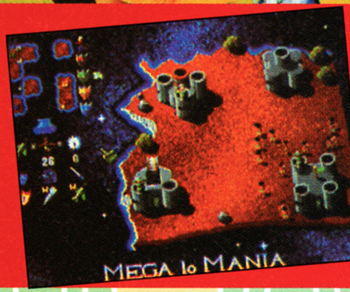
Argh! The madness is spreading! If you didn't have the balls to play the Master System and Mega Drive versions of *Marble Madness*, then pluck up your courage once again, for someone at Domark has completely lost their marbles and is planning a Game Gear version. The ace Master System version, from Virgin, is reviewed on page 38, and the great Mega Drive game had the ProReview treatment way back in SegaPro#3 (81%), and if the Game Gear version is anything like these versions, it will be brilliant fun.

As Domark's much-awaited first releases start to hit the shelves, here's a quick run-down of their new and improved release schedule for the next few months...

In June, *Super Space Invaders* is due out on Master System. In July, the MS versions of *Rampart* and *Prince of Persia* will appear, along with Game Gear versions of *Prince of Persia* and *Marble Madness*. September welcomes the MS version of *Trivial Pursuit*, while a month later there will be Game Gear versions of *Super Space Invaders* and *Trivial Pursuit*. On the MS in October there will be a completely new James Bond game (on MD, too), and – wait for it! – *Pit-Fighter*! Finally, in December they have pencilled in *Trivial Pursuit* on Mega Drive and James Bond on Game Gear. Phew!



RULE THE WORLD



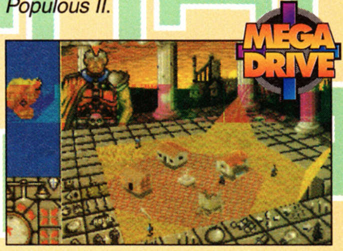
Have you ever wanted to scrap the world and start again? Well now you can, thanks to Virgin Games who are releasing *Mega lo Mania* for the Mega Drive.

You become the leader of a planet and have to battle it out with three pretenders to your crown who wish to become ultimate God of the planet. The computer versions, developed by Sensible Software, were a smash hit across all formats and the Sega version promises to be just as good.

Mega lo Mania will be released in Autumn and joins the other forthcoming world domination games *Populous II* and *Powermonger*, both from Electronic Arts.

THEY'VE GOT POWER

Electronic Arts are busy working on their next batch of Mega Drive products, the first of which is going to be *Powermonger* in August. It's being developed by Bullfrog, who are also working on a Mega Drive version of *Populous II*.

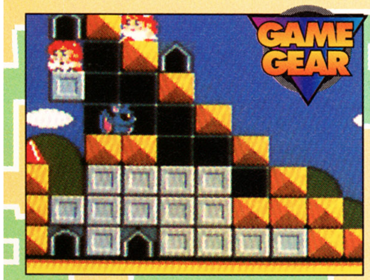


Powermonger casts you as the supreme ruler of a tribe who have just arrived in an uncharted land. To conquer the world, this tribe, under your control, has to take 200 territories. You must use all your powers – persuasive and forceful – to win over the trust of the inhabitants. As the people join your tribe, you can ask them to be warriors, farmers, fishermen or inventors – or the whole lot. It's all up to you. Be warned, this is not going to be a game-for-blast, this is one deep product that will require loads of play-time.

If the success of the Amiga version is anything to go by (which it usually isn't on the Sega), *Powermonger* promises to be a real stonker.

POPPING POPILS

If you are the kind of person who is driven absolutely mad by puzzle games then skip this bit. Arcade veterans Tengen are releasing *Popils* on the Game Gear this month, after a slight delay in development. The game is a strange mixture of block-bashing and brain-busting. You have to work out patterns to destroy blocks on 100 levels of action. There is also a map editor to prolong the enjoyment once you have finished the main game or got bored with the same old screens. *Popils* has just been released in America, but no official UK release information was forthcoming from Sega. Contact your local supplier for more news.

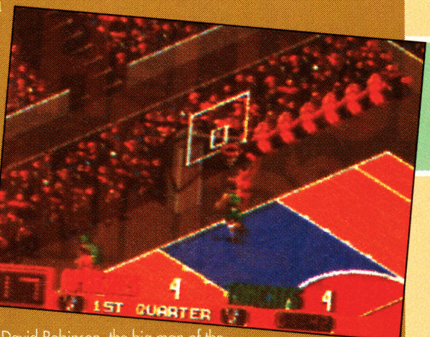


SUPREME SPORTING ACTION

The next sporting release for the Mega Drive comes from Sega themselves. *David Robinson's Supreme Court* follows Electronic Arts' *Jordan vs Bird* (just like *Mario Lemieux* followed *EA Hockey*, and *Joe Montana* followed *John Madden*) as another basketball frenzy sponsored by a top name.

The game features 24 different basketball moves, so as to be as realistic as possible. You can also choose the exact make-up of your team, which adds a managerial aspect. Eventually, you'll get to control the best player on the team and possibly go head-to-head against the enormous David Robinson in a battle royal.

David Robinson's is coming out in America next month, and because Mr Robinson isn't too well known over here, the game may not appear on official release for quite a while.



David Robinson, the big man of the NBA, takes charge of his Supreme Court in Sega's next game to feature their Sportstalk speech system.

VIRGIN ON THE GEAR

Watch out Game Gear owners, Virgin are about to drown your machine with releases too.

Leading the charge comes *Double Dragon Xtra*. It features your favourite arcade martial arts heroes Billy and Jimmy in their first adventure. The game promises to feature all the best elements of the arcade game plus a few extras. Hopefully it'll be a lot harder than the other versions, too. Expect its release sometime in autumn.

Another interesting release that's scheduled for the Game Gear is *Robin Hood- Prince of Thieves*. Yes, just when you thought you'd seen the last of the Kevin Costner film, it's back! But unlike the film, this isn't based around action, it's a strategy adventure. You play the eponymous character and encounter all the heroes and villains of the film, including Maid Marian, the Sheriff of Nottingham and even Friar Tuck!

Arnie makes it to the hand-held in July in *Terminator*, with *Super Off Road* squeezing its immense amount of gameplay onto the small screen this summer.

CHUMP CHAMP

Last issue we brought you the news that *George Foreman's Boxing* was coming out for the Game Gear. But on receiving pictures of the game this month, we've noticed a disturbing similarity between it and *Heavyweight Champ*, which appeared on import many months ago.

We contacted Flying Edge about this, but they seemed as bemused as us. Admittedly, *Heavyweight Champ* hasn't appeared officially on the Game Gear in this country yet, but it has on the Master System. Which is all a bit confusing because Flying Edge also assumed they'd be handling a Master System version of *George Foreman's Boxing*.

So, till the whole matter is resolved, we recommend you look very closely at any version of *Heavyweight Champ* or *George Foreman Boxing* you might be thinking of buying.

TENGEN ON THE RIOT

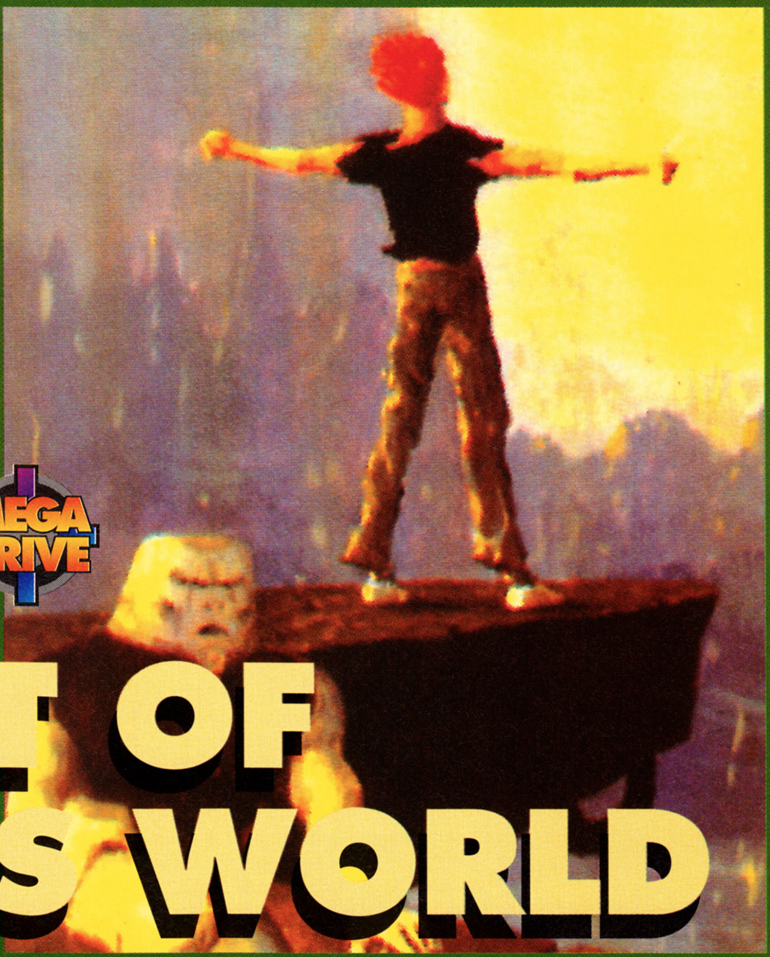
American arcade specialists Tengen are planning to release a racing game for the autumn of this year. *Road Riot 4WD* puts you in control of one of those wild four-wheel drive monster trucks that Americans seem so mad on.

Tengen have promised that the game will feature digitised graphics and the most realistic sound effects yet. When the game officially appears in this country, you can expect Tengen's British cohorts, Domark, to handle the job. No UK date has been fixed yet, so keep your eyes on SegaPro.

OUT OF THIS WORLD

Continuing their attempt at total domination of the Sega range, Virgin have announced the Mega Drive release of the Amiga hit *Another World*.

This epic arcade adventure will take you deep into, er, another world. It's only just been released on computer, and is already destined to become one of the classic games, with a superb combination of startling graphics and ear-busting sound – claimed by some enthusiastic reviewers as the best ever! But soon you will be able to judge for yourself as Virgin are rushing to release a 16-bit Sega version to ride on the back of the computer version's wave of success.



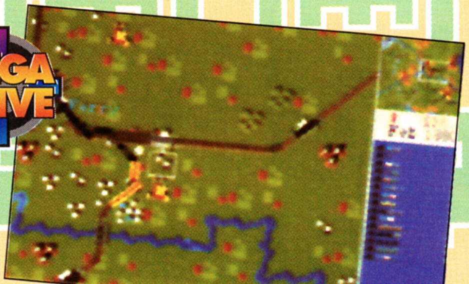
BALLISTIC IN A FIGHT!

Still embroiled in their legal dispute with Sega, Accolade are trying to continue their venture into the realms of ground-breaking Mega Drive software with the release of *Universal Soldier* on their Ballistic range. The game is based on the all-singing, all-dancing, all-head-kicking film of the same name starring Hollywood martial arts experts Jean Claude Van Damme and Steven Seagal. (Could this be Hollywood's answer to Billy and Jimmy of *Double Dragon* fame?)

Accolade acquired the licence while converting the code for *Turrican II* to the Mega Drive, but instead of devising a whole new game around the film, and thus slowing up its release, they have adapted the original *Turrican II*.

The film opens this summer, and because of this clever coding trick, the game should be released alongside it.

OFF THE RAILS



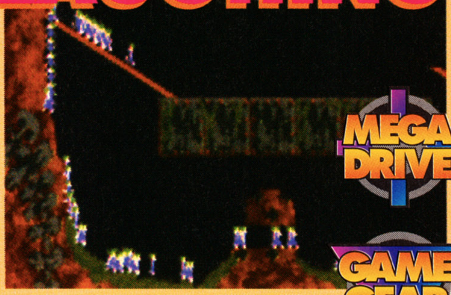
Last issue we mentioned that MicroProse of America are launching their Sega range with *F-15 Strike Eagle II*. Sadly, that has been delayed a tad but their next Mega Drive product should now be *Railroad Tycoon*.

The game was a major hit on the IBM PC and contains more depth and detail than your average Mega Drive owner is used to.

You are in control of a rail system and must oversee its growth from a single shuttle between two stations to a major grid network covering all the major towns and cities. You will have to ferry both passengers and freight to become a true fat controller. But fans of Thomas the Tank Engine, apparently, don't have an unfair advantage with their inside knowledge.

Railroad Tycoon is scheduled to come out in July, but could be prone to delays if there are leaves on the shelves. *F-15 Strike Eagle II* will be previewing at the end of June.

DIE LAUGHING



Those cute, lovable and incredibly frustrating Lemmings are just around the corner on the Mega Drive. The game has gleaned all the major computer industry awards, so if the Mega Drive version is anywhere near as good, we should be in for a treat.

You control the Lemmings, a race intent on killing themselves in any way possible. Your job is to stop them doing so by guiding them to safety. The gameplay is very simple and very, very addictive. Don't let these preliminary screen shots fool you, the graphics may look average but the game plays like a good un.

Lemmings was originally developed in the UK by DMA Designs but the Sega conversion is being handled by Sunsoft, the same company responsible for *Batman* on the Mega Drive. Even now, there are plans afoot to do a Sega conversion of the sequel *Oh no, more Lemmings!* and a Game Gear version of the original.

SENNA ROARS IN

Due for release towards the end of June in Japan is *Ayrton Senna's Super Monaco GP II*. Yep, the finest racing game on the Mega Drive has spawned a sequel, endorsed by formula one racing's number one driver.

The game will contain all the best bits of the first one – overlayed gauges etc – but will also have much-needed extras like a split-screen two-player versus mode. Now you and a friend can race it out head-to-head over the toughest grand prix circuits in the world.

Master System and Game Gear versions of *SMGPII* should be out in July/August. Expect an official UK release soon after.

WHIP IT UP

Indy's coming to the Mega Drive in *Indiana Jones and the Last Crusade.* The gameplay follows the film plot closely with Indy trying to stop the Nazis in their quest for the Holy Grail.

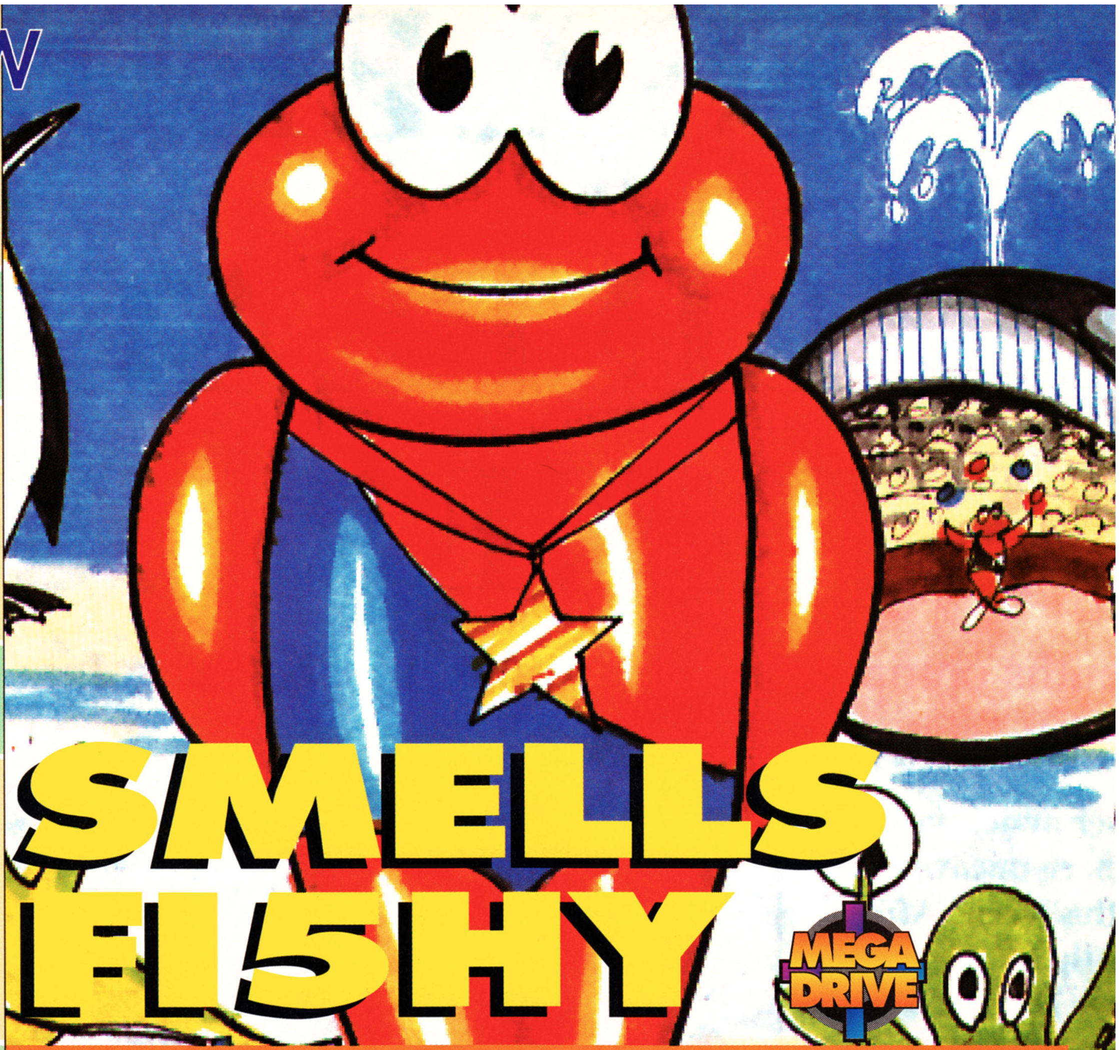
The game has already been out on Game Gear and Master System where it received some good reviews, but with the extra power of the Mega Drive, Indy could finally find gold on the MD.

Birmingham-based US Gold will again be handling the duties, but have their hands full with *Olympic Gold* at the moment so don't expect to see anything before the autumn.

THAT HUMAN TOUCH

British developers Imagitec have been working on a batch of Sega games for all three systems. Their first release is due from a newly-formed British company, Mirage.

The first in line should be *Humans*, which Mirage are hoping will give the great *Lemmings* a real run for its money. Unfortunately, all we know about this product is that you control a load of humans! Don't worry, though, by next issue we should have the full story behind Mirage and their extensive range of forthcoming Sega products.



SMELLS FI5HY

Just when you thought it was safe to go back in the water, he's back. Who's back? Pond is back. Yes, once again F.I.5.H.'s top underwater agent, James Pond, is back from another bout of R 'n' R and has to not save the world but prove to his superiors that he can still swim with the best of them.

F.I.5.H. have decided to hold a competition to find their best underwater agent, and even the great Pond has to compete. The contest, called the Aquabatics, will gather all the top spies from around the world, so security is tighter than a clam. The prize is to be chosen for a secret mission against Pond's old foe Dr Maybe.

This third game in the James Pond saga, following on from *Underwater Agent* and *RoboCod*, is to be called *James Pond III: Aquabatics*. On its completion, Pond will be qualified enough to take on the next mission, subtitled *Splash Gordon*. Watch out for the third Pond game this summer with the fourth appearing this Christmas. Both will again be developed by Millennium and published through Electronic Arts, and both companies hope the series will continue well past the fourth adventure.

POND REACHES 8-BIT

Master System and Game Gear owners will be ecstatic to hear that the smash hit Mega Drive game *James Pond II: RoboCod* is being converted to the other two Sega machines.

Millennium, the original Pond programmers, have handed the conversion job over to Tiertex (responsible for *The Flintstones*, another cute game), and are publishing it through US Gold who hope to have it out by Christmas. More details and pictures as soon as we can.

GAME GEAR
MASTER SYSTEM

SMELLS EVEN FISHIER

Okay, you've seen some odd releases on the Mega Drive, but this is just getting ridiculous. Hands up anyone who finds fishing, whoops, angling an exciting sport. Well American company Sage's Creation must think there are plenty of you as they've just announced *King Salmon* for the Mega Drive.

Let's face it, if the game is totally realistic all you have to do is sit on a freezing cold river bank looking at a piece of wood and in the end only catching either some old tyres or a cold. Still, if this sounds like fun to you then you'll only have to wait till July for the American release.

But cheer up, it could be a good game after all. Don't forget, Sage's Creation were responsible for *Insector-X* and *Crackdown*, both strangely playable games. No official release yet, so keep your eyes on the shores for this one.

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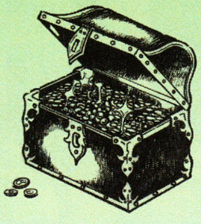

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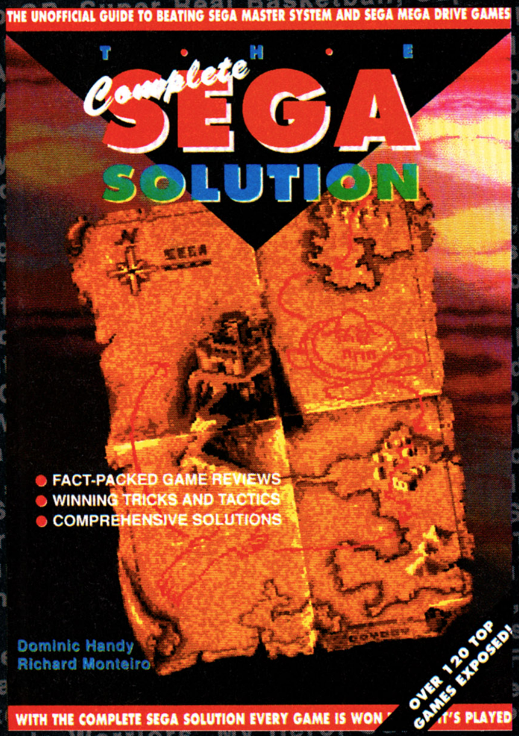
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proreviews INDEX

THE REVIEWING SYSTEM

INTRODUCTION

Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW

The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS

Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE

All the info you'll need. The address given is of the main supplier in the UK. If the game's on import only, it'll contain an importer's address. If the game's available both on import and official, you'll get the official supplier info in the ProFile and the importer's name and address next to a picture of the import game's inlay.

PROSCORE

We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!

A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

MASTER GEAR

Every Master System review features a section which details how the game palyed on the Game Gear through the Master Gear convertor. Are the graphics visible,etc.

PROTALK

No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and invite them down to the SegaPro offices.

While you're here, you'll get the chance to play all the top games, and give us your views. Then, in the next issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our reviews in SegaPro. If you fancy becoming a reviewer for the day, send your name, address and telephone number to *ProTalk, SegaPro, 7a Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.*

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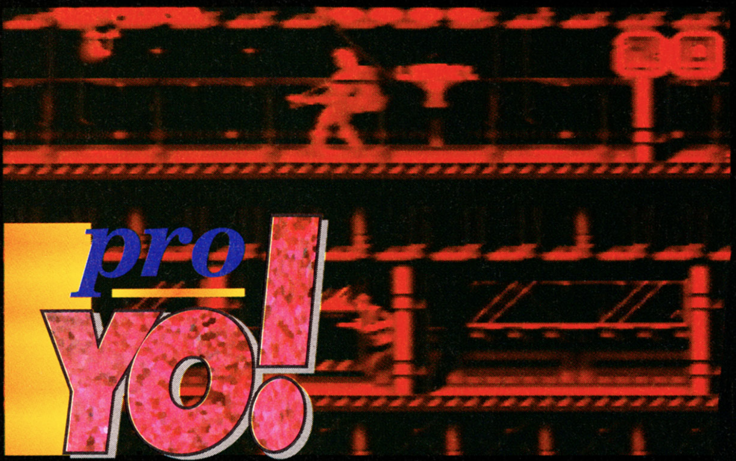
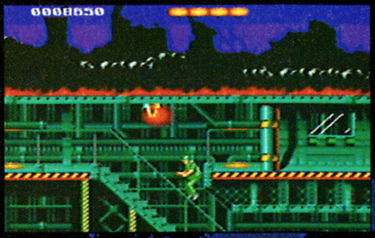
"In the year of darkness, 2029, the rulers of this planet devised something that felt no pity, no pain, no fear. Something unstoppable. They created... The Terminator!"

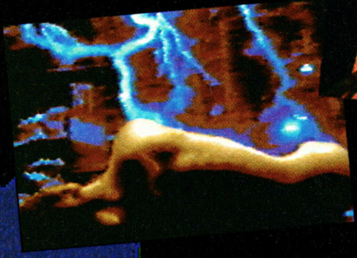
These rulers were machines. Controlled by Skynet, an intelligent computer system, they were programmed to believe that humans were too inefficient to live, and therefore had to be entirely eradicated from the system. Most died in the ensuing holocaust, but some survived to become members of an elite guerilla army, dedicated to the overthrow of Skynet.

One such soldier was John Connor. Known to the machines as a leader, Skynet developed a plan to destroy him by sending a terminator back in time to kill his mother before he was born. The rest as they say is history... or the future, depending on your point of view.





Reese goes exploring here as he runs around the underground complex looking for the reactor.



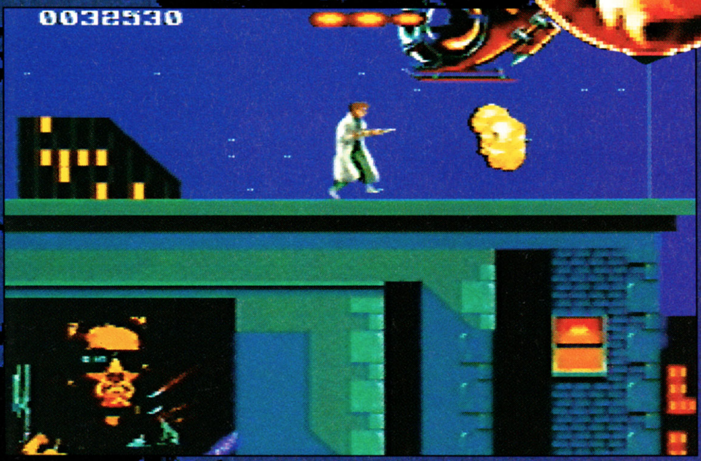
No screen of Arnie taking his eye out but the statics you do get between levels are exactly like scenes from the film. Left, Reese hits the deck after travelling through time.

As the original Terminator theme tune welcomes you to the stunning intro picture of Arnie himself (complete with leather, pistol and obligatory wrap-around shades!), it becomes instantly apparent that this is going to be a monster of a game! While it's belting out, the picture alters to a gruesome scene of the carnage wreaked by the machines. Corpses and skeletons litter the battlefield in a macabre fashion, the unfeeling automatons crushing the bodies under-foot (or under-track!) without recognition.

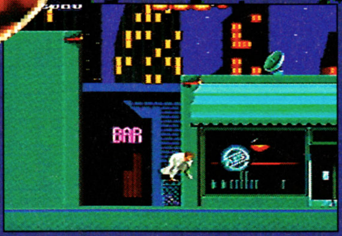
After choosing your skill level, of which there are four, and customising your joypad set-up, it's straight into the action! You control Kyle Reese, guardian of John Connor, who must destroy the Terminator complex and then escape back in time to save John's mother, Sarah.

The first thing you notice about Reese as he traverses the hostile terrain is his wonderful animation. He runs in a totally realistic way, arms and legs pumping throughout the game, and is perfectly coloured in combat olive, with some astounding detail in both Mega and Master versions. Before his mission begins, he

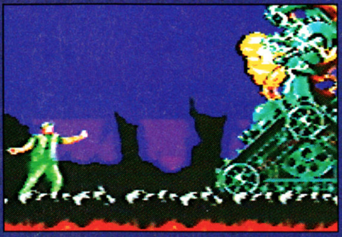
"You got a dead cat in there or something, buddy?"



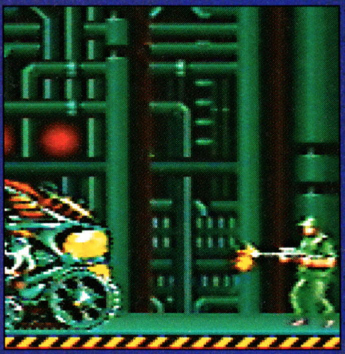
Reese takes to the rooftop to reach Sarah at the Tech Noir bar, before you-know-who makes an appearance. The police don't die, they just lay down when you shoot them. Travelling via the rooftops is the safe route, but watch out for the helicopters.



This is an example of the wonderful animation, Reese vaults over this bin at high speed.



Take out this HK (Hunter Killer) with your grenades before going underground. Watch out for the laser blasts.



PROTIP While you're on the surface of the planet, collect as many sticks of dynamite as possible. Otherwise you may run out when underground, and venturing to the surface halfway through your mission is tantamount to suicide!

PROFILE

THE TERMINATOR ● VIRGIN ● £TBA ● OUT JUNE

CART SIZE	2/8Mbit
PLAYERS	1
STAGES	4
SKILL LEVELS	4
FEATURES	n/a

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must infiltrate the Terminator underground HQ. Along the way are several mammoth guardians, the first of which is a 60-foot tracked-wheel mechanoid ogre which hails down a barrage of energy-depleting lasers (MD version only). These don't kill Reese, but falling under its tracks most certainly does! Next comes a cyber-chopper, dropping bombs all around, which must be avoided at all costs! These and other machines are all intricately designed for maximum scariness, and move in a sickeningly robotic way!

Down the ladder and into the complex, Kyle comes across the Terminators themselves. Similar in height to Reese, they resemble Arnie in both looks and mannerisms, even walking like the muscle-bound brute. Rather slow to act (due to the gargantuan weapons they're carrying, no doubt), they can be dispatched with your supply of grenades, or the rifle you may well find. But if you miss, beware because you don't get any second chances!

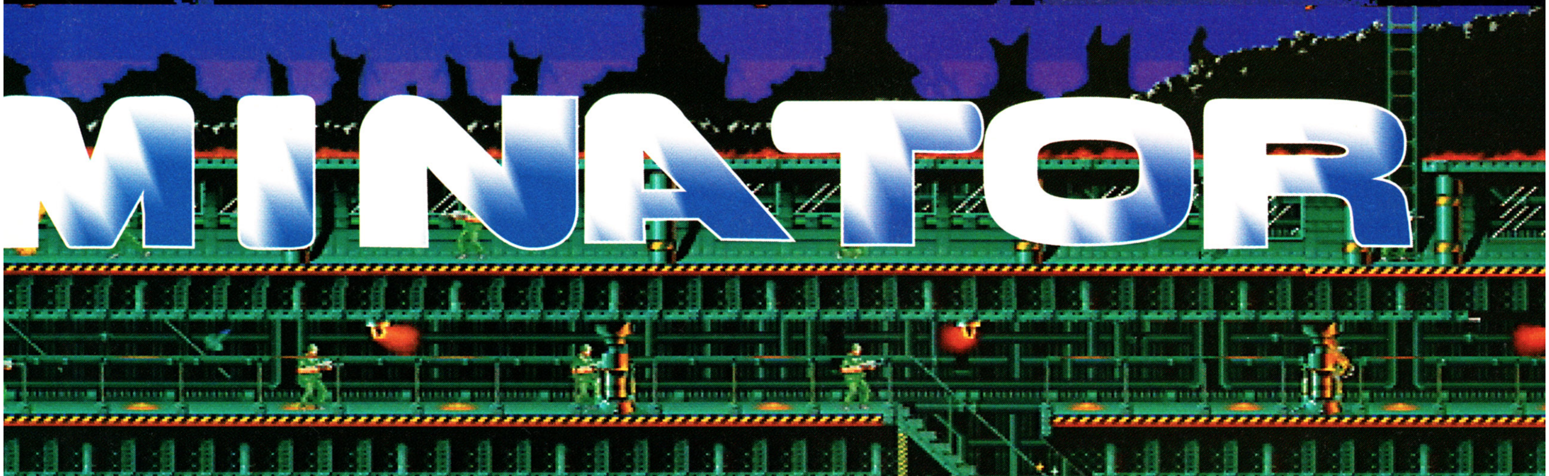
The base interior in both versions is a series of highly detailed levels,

ARNIE ON GEAR

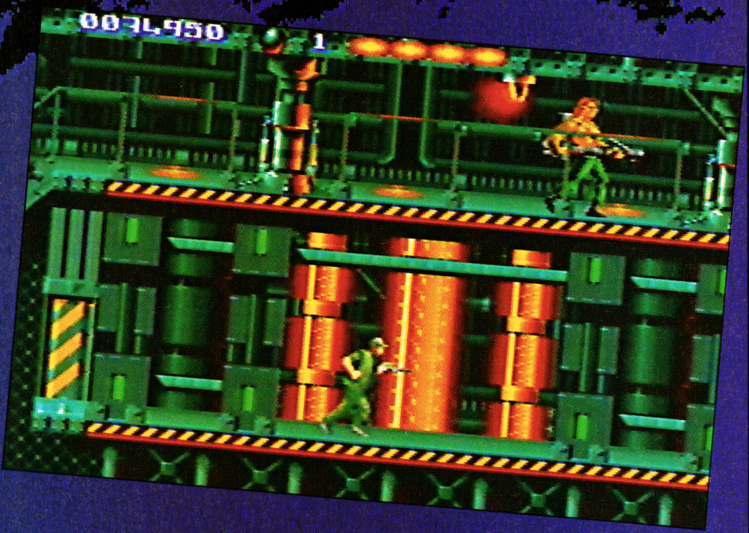
Playing the MS version of *The Terminator* on the Game Gear through the Master Gear convertor is pretty tough. Even though the graphics look absolutely superb, they aren't very practical. The bullets tend to be very small and thus frustratingly difficult to spot.

The programmers, Probe, are working on a Game Gear version which should be released in July/August through Virgin. They promise that this will not be a straight conversion, and all the graphics will be redesigned for the smaller screen. If you've got a Game Gear, we recommend you wait for the proper version.

THE
MINATOR



MASTERING THE TERMINATOR



You have found the reactor, so drop a bomb and get the hell out. You have 45 seconds to reach the time displacement equipment before you become toast with all the other Terminators.

one above another, presented side-on. The maze-like structure must be battled through until you reach the power supply, which you'll have to blow up with some dynamite found on the surface. This is in scarce supply so don't bother wasting it on indestructible doors. Several guardians await the intrepid Reese, including reprises from the surface monsters. This level has a fixed pattern, and once completed, becomes easier on subsequent ventures.

Level two is a search for Sarah Connor through the streets of Los Angeles. You are greeted with a superb static of Kyle as he emerges from the future, and then the action resumes. Battling your way to the Tech Noir nightclub for your confrontation with Arnold, you encounter both police and punks intent on halting your progress. To get past them, you must blow them away with a 12-gauge shotgun. This is concealed within your grey coat, and the animation involved in revealing it is nothing short of magnificent! The punks can be totally wiped out, but due to paranoia in the USA and Europe (particularly Germany), the cops can only be temporarily stunned, and even when blasted several times in the head with your shotgun, will rise up to shoot back. Sad, but true!

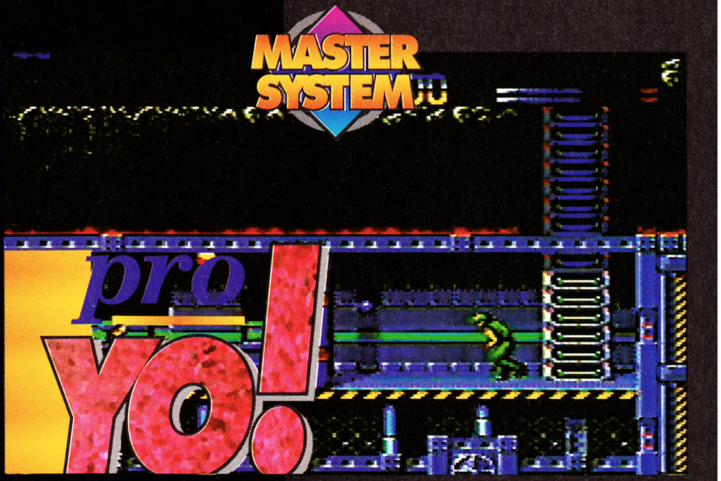
The in-game music is a blend of hardcore techno-horror and up-beat cyberdreams vibrations, and only helps to enhance the gripping gameplay. All of the sound effects are totally authentic, and include rifle shots, grenade and dynamite explosions, and 600rpm machine guns.

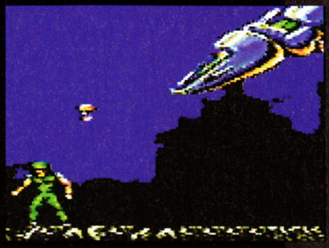
On the playability front, both Mega Drive and Master System versions are really easy to get into, and will hold your attention for a hell of a long time. The Master System version is by far the toughest of the two, and does take some time to get the hang of.

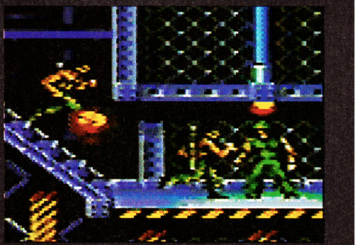
On the Master System, there's no film licence I know of that touches it for graphics, playability, and adherence to original storyline. As for the Mega Drive version, it's just a superior platform shoot-'em-up! And choosing between them? I'd plump for the MD version, but before I receive death threats galore from indignant MS owners, the only reason I say this is that I'm a bit of a wimp and I found the 16-bit version to be slightly easier. Either way, everyone has been waiting ages for the Sega version of *The Terminator*, and be assured that it has DEFINITELY been worth the wait. Stop what you're doing and get this game!

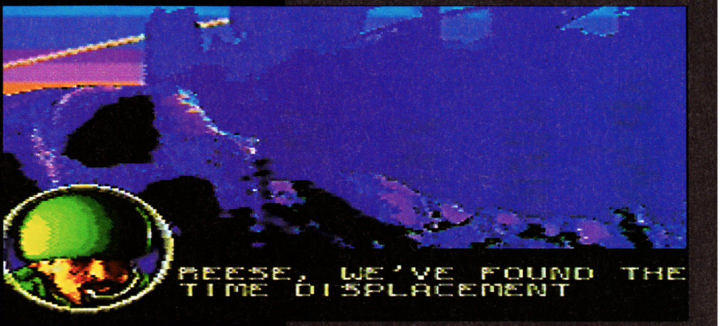
● **James "I need your clothes!" Scullion**

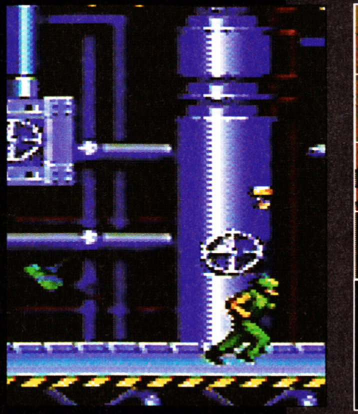
GRAPHICS	▲ Static pics are digitised quality. ▲ Character animation is superb.	**94**
SOUND	▲ Original tune is easily recognisable. ▲ Plenty of deadly effects.	**92**
GAMEPLAY	▲ Fast moving, violent fun. ▲ Well-constructed play area.	**90**
CHALLENGE	▲ Cops are strangely immortal! ▲ Try killing Arnie on level two!	**89**
PROSCORE	Killtastic! Top-notch platformer. The SEGAPRO team was hooked.	**92**











GRAPHICS	▲ Excellent atmosphere with dark backgrounds. ▲ Superb detail and colour in the Tech Noir bar.	**93**
SOUND	▲ A brave attempt at the theme tune. ▼ Effects are a bit crispy.	**83**
GAMEPLAY	▲ Very involving on all levels. ▲ Packed with loads to do at all times.	**89**
CHALLENGE	▲ The toughest Sega version. ▼ Only four levels, though.	**93**
PROSCORE	What a game! Never before has a licence been so faithfully converted.	**90**

"You're terminated, fucker!"

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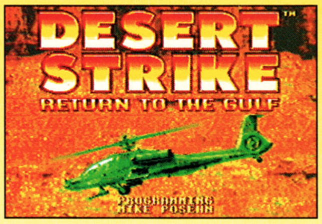

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First there was Alex Kidd, then there was Sonic, and quietly sneaking between the both of them was Sega's unsung hero Wonder Boy.

The Boy, or man as he should now be since the original character appeared many years ago, is a product of the fans of Superman, Captain Power and, perhaps, Asterix. He may be young, but this little guy has all the superpowers of other heroes, and can mix it with the best of 'em.

The Boy has already appeared in the arcades, on computer and consoles, including Sega. WB's first self-titled game on the Game Gear (known as *Revenge of Drancon* in the USA) came out with the machine's launch, and the latest incarnation is from the Master System game, *WB in Monster World III: The Dragon's Trap*.

Here the Boy has been turned into a lizard by the Vampire Dragon. Now he must travel through Monster World and find the cross that will make him normal again.

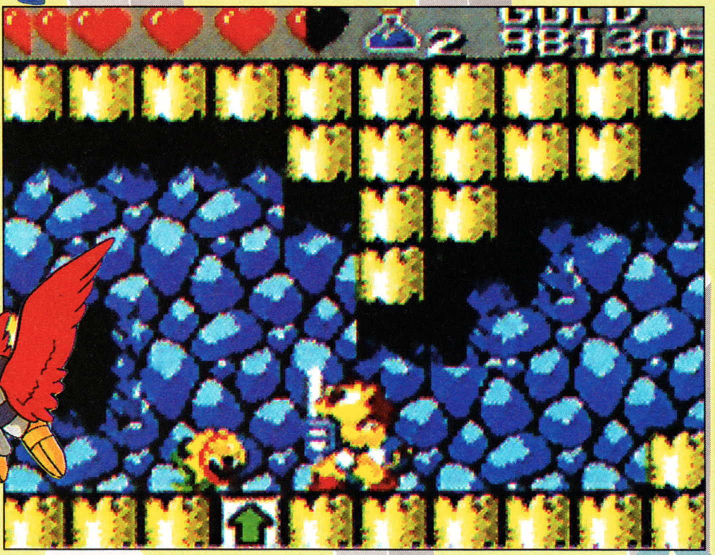
MW II
モンスターワールドII
ドラゴンの罠
ゲームギア専用ソフト
GAME GEAR
SEGA

The poor lad they call Wonder Boy has just been turned into a lizard, but judging by the jolly music that welcomes you to this arcade adventure you'd think he'd just won the pools. However out of place it may seem, the title music is not too bad and complements the similarly out-of-place in-game music. Oddly, the sound effects are few and poor, just like the Master System original, which, let's face it, is what this Game Gear version is.

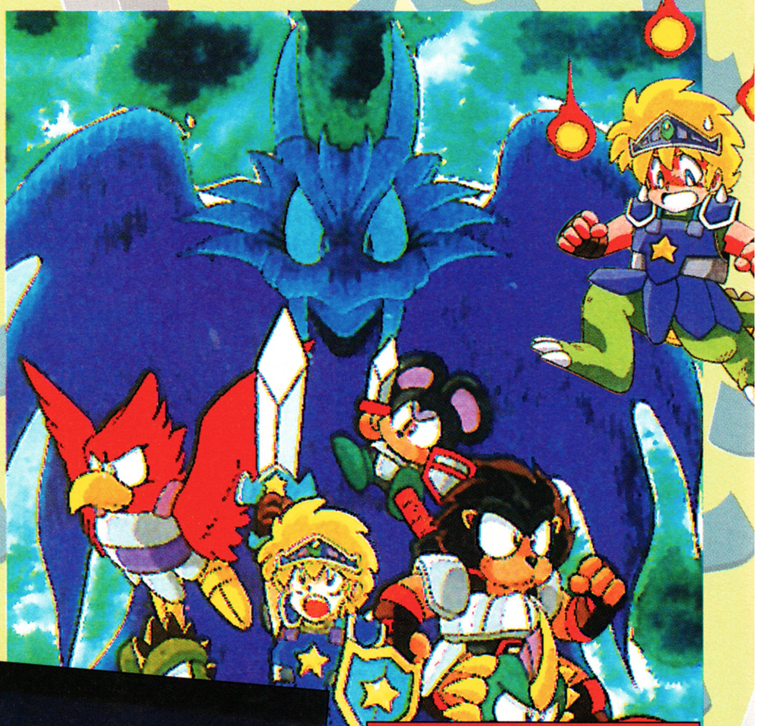
In fact the old MS version was pretty good, and the close-up graphics of the GG version show just how good. There's loads of detail on the many large characters, especially the Boy who can run, jump, duck and swing his sword via some very smooth animation. Things change is bit when the heroic chap gets transformed into a lizard, mouse, lion, piranha or hawk on the following levels, but the overall effect is constantly fun. Also of a decent size are the guardians at the end of the many levels. Sadly, their size is deceiving because they are all fairly wimpy, especially considering there's a password option.

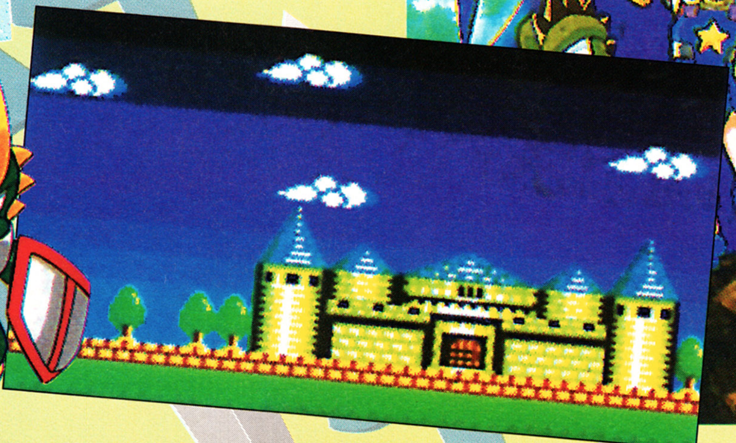
Even though this often combines to produce a simple game, *Monster World II* avoids that danger by adding loads of rooms to explore (providing you can find the keys, of course) and a decent handful of pick-ups to find, and even though the action is essentially very repetitive the sheer enormity of the task in front of you will keep you running and slashing your sword for ages.

While this doesn't have the graphics and sheen of *Sonic*, it does contain something that *Sonic* is really missing, and that's long-term challenge. Although you always have a purpose to your wandering, you never feel as if there is any urgency to your quest and can quite happily



Wonder Boy knows no fear. After battling them on land, he wastes no time in diving into the drink to wrestle with his foes in the water. Luckily, he doesn't even need to breathe. If a route seems too tricky on land, you may be able to by-pass it by falling through a hole and going underwater. Watch out for the deadly homing piranha when you are submerged; they take a couple of hits but are positioned awkwardly and are faster than you.





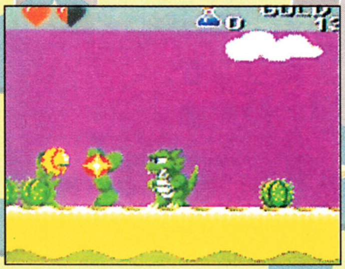
Love your enemies.

PROTIP

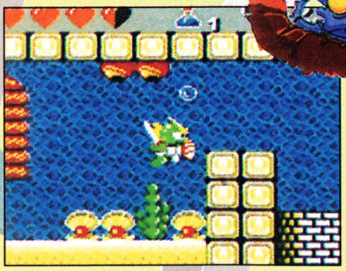
The Game Gear version of *Monster World* is closer to the Master System version than you'd think. If things get really tough, try using the old Master System passwords to get well into the game with loads of cash. The much-printed pass-

AVAILABLE IN JAPAN

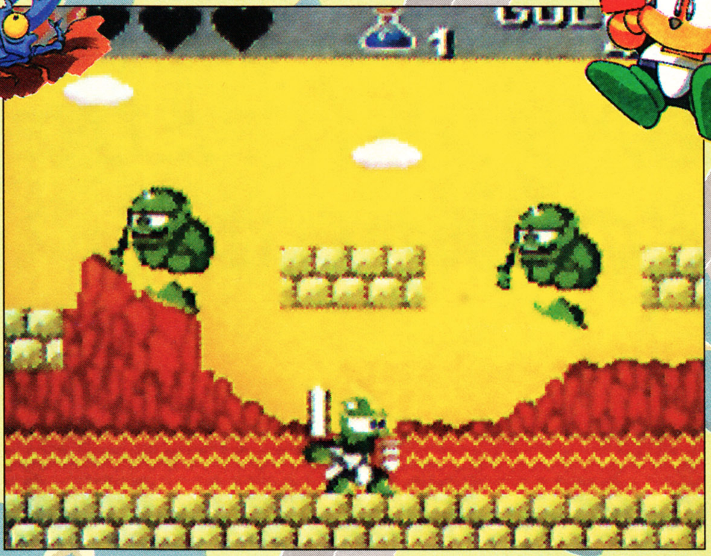
MONSTER WORLD II
The Dragon's Trap



These plants may look like the harmless variety found in most gardens but they are, in fact, death-spitting demon seeds from hell.



The Boy may be "wonder"ful but he can't perform miracles. Changing into a lizard may look good, but it doesn't make you jump higher.



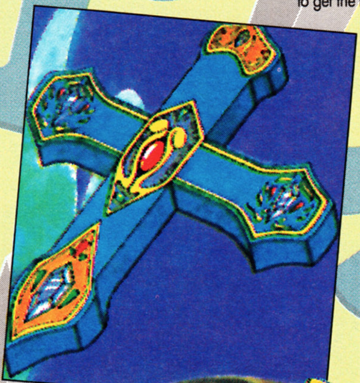
Doesn't Wonder Boy look splendid in his warrior attire? It almost seems a shame that he'll lose it all when he gets transformed into his other forms. All these other incarnations will be necessary to get the magic cross back, and your body returned to normal.

spend ages exploring every location of a level, whether it be the castle of the first level or the towns and countryside later in the game. There is also a great deal of interaction, not just with the monsters but also with the odd strange inhabitant who happens to cross your path. And if you cross his palm with gold, you could receive something very useful.

Monster World II is a mature progression from the original *Wonder Boy* on the Game Gear. It combines the arcade elements of the original with strategy and adventuring more suited to *Castle of Illusion*. Basically, it's lots of fun and because of the vast levels, will last for ages. Obviously, the password option means that if you persevere, the game could be completed within a day, but it is necessary because trudging through the simpler early levels could be very tiresome.

I whole-heartedly recommend this to Game Gear owners as terrific value for money, and although Master System owners have seen it all before, it gives the portable and long-lasting, good-looking arcade adventure that till *The Lucky Dime Caper* the GG was sadly lacking.

● **Les "dragon breath" Ellis**



PROTIP Throughout the game you will see grey squares on the walls. These are not just there for decoration; if you hit them, they will normally reveal a small item.

GRAPHICS 88
- ▲ Excellent use of colour throughout game.
- ▲ Large sprites and cute characters.

SOUND 80
- ▲ Bright and jingly music but out of place.
- ▼ Sound effects are few and far between.

GAMEPLAY 83
- ▲ You're never far away from some action.
- ▲ Heaps of exploration keeps you enthralled.

CHALLENGE 82
- ▲ It's tough, but perseverance will pay off.
- ▲ Password option is gratefully received.

A great progression from the original, essential for fans.

PROSCORE 84

PROFILE

MONSTER WORLD II ● SEGA ● £23 ● IMPORT

CART SIZE	2Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	1
FEATURES	password

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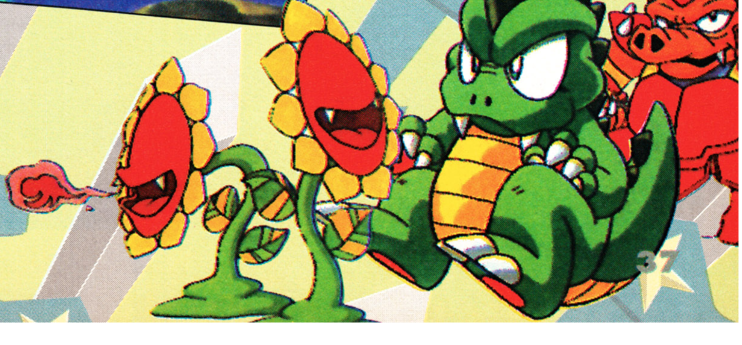
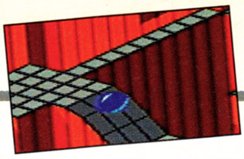
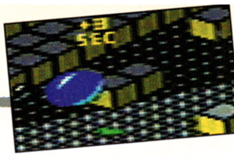


It'll drive them crazy trying to work out what you're up to.





MARBLE MADNESS

Master System owners have had to wait a long while for *Marble Madness*. While owners of other machines spoke of its six-level coin-op magnificence, Master Systemers had to hang their 8-bit heads in mournful longing. That time is now past, though, as Virgin are releasing *Marble Madness* as part of their new Sega range.

For the benefit of anybody who doesn't know the storyline (both of you), you've been magically transformed into a bright blue marble (for reasons most secret), and must traverse the 3-D landscape, reaching your goal before the timer runs out. Easy? Not so, as there are plenty of ultra-lethal mutations and obstacles along the way, all attempting to halt your progress. Why? Just for the hell of it!

In the arcade in a small town I once lived sat the original coin-op of *Marble Madness*. On this machine I reigned supreme, challenging all-comers. With my fast wrist action the trackball became a blue blur, steam billowing from the friction generated by my super-human efforts. (You've heard of Tommy, the Pinball King. Well, I was Jimmy, the *Marble Madness* Wizard!)

As you can probably tell, I'm a great fan of this most innovative, and rather esoteric, arcade outing, and I'm happy to say that nearly every conversion I've come across yet has managed to capture most of the elements of the original. The Master System version from Virgin is no exception. Apart from the lack of a trackball, this is *Marble Madness*!

The graphics are every bit as good as the arcade original. The grid-like surface you must traverse is faithfully undulating, and all of the crash-barriers are in the right place. Death-bringers include all the old faithfuls: green slinky worms just dying to have you for lunch, animated acid pools that won't hesitate to dissolve you, hammers appearing as if from nowhere to bat you from your path, hoovers that'll suck you completely away, and those rogue black marbles that everyone detests. If they, and others, aren't enough you're also under a time limit. Completing a level with time to spare has that time added to the next, making impossible levels rather possible again.

All six levels are here, and are mapped-out as true as possible to the original. Along the way aerial jumps, catapults and plug-hole type tubes are dotted about, all endeavouring to speed you on your way.

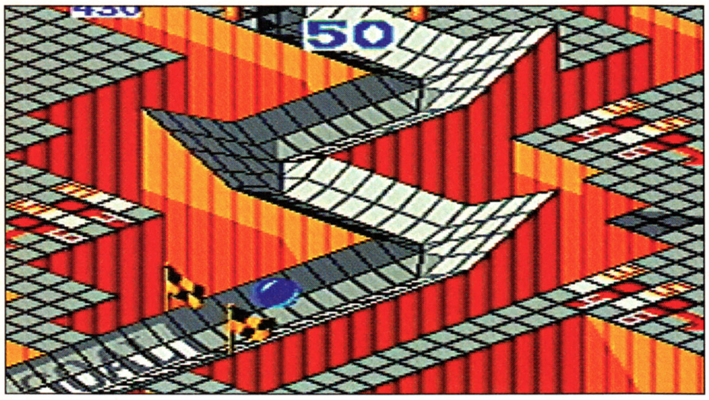
There are nine tunes to choose from, my ancient Swiss cheese of a brain distinctly remembering several of them from my arcade-haunting days as belters from the coin-op. Sound effects are plentiful and also faithful; the dizzy noise, glass-smash, rebound and aerial whoop are all there.

With eight difficulty settings, it'll keep you going for a long time. That elusive ultimate level is your aim, but even on the easiest option may well prove to remain out of reach. If you're lucky, a wand appears periodically to grant you extra time, enabling you to get that little bit further.

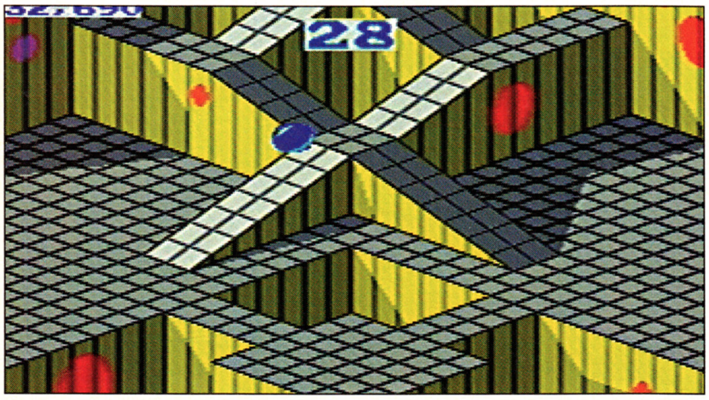
I only have a few niggles. The first is the lack of a trackball. With this

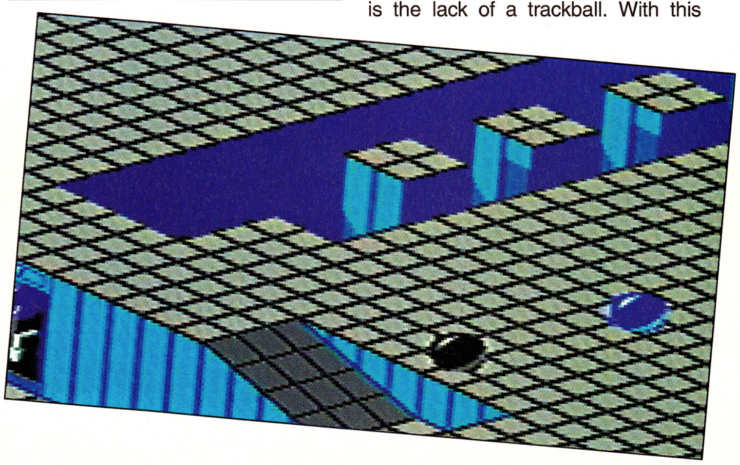
PROTIP

Stay in the centre of the pathways, as edges are sharper than you'd expect. You'll fall often enough without suicidally jumping yourself.

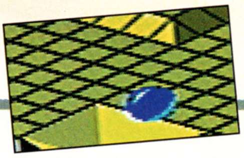


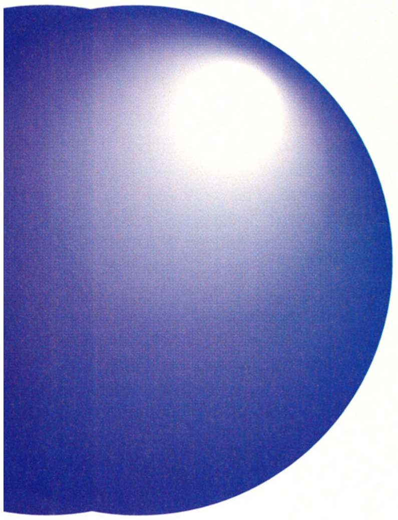
Above: you're through the chicanes and the end is in sight. Make no silly mistakes and you're through to the next round.
Below: this is the aptly-named Silly Round. Your controls are reversed, so things can go crazy. Splat the miniature baddies for more time and you just might do it!

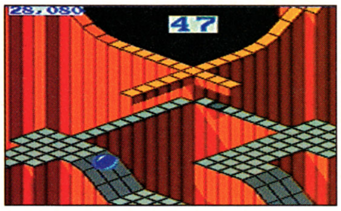


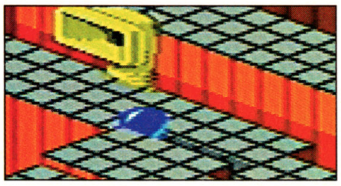


Down at Eddy's Gym they play a different version.

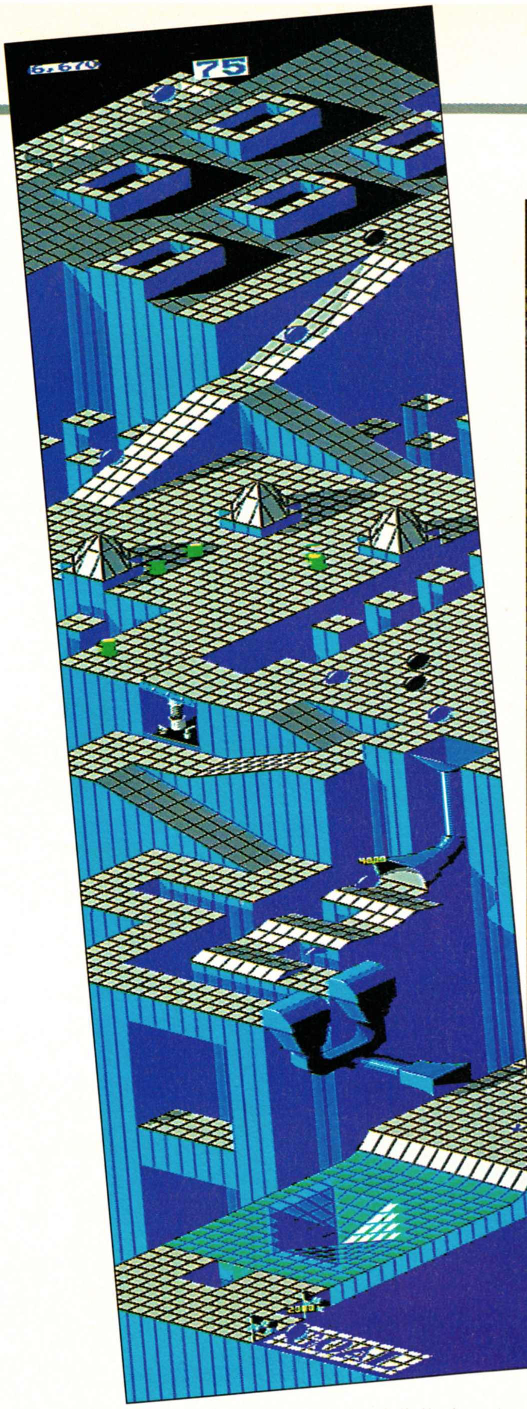




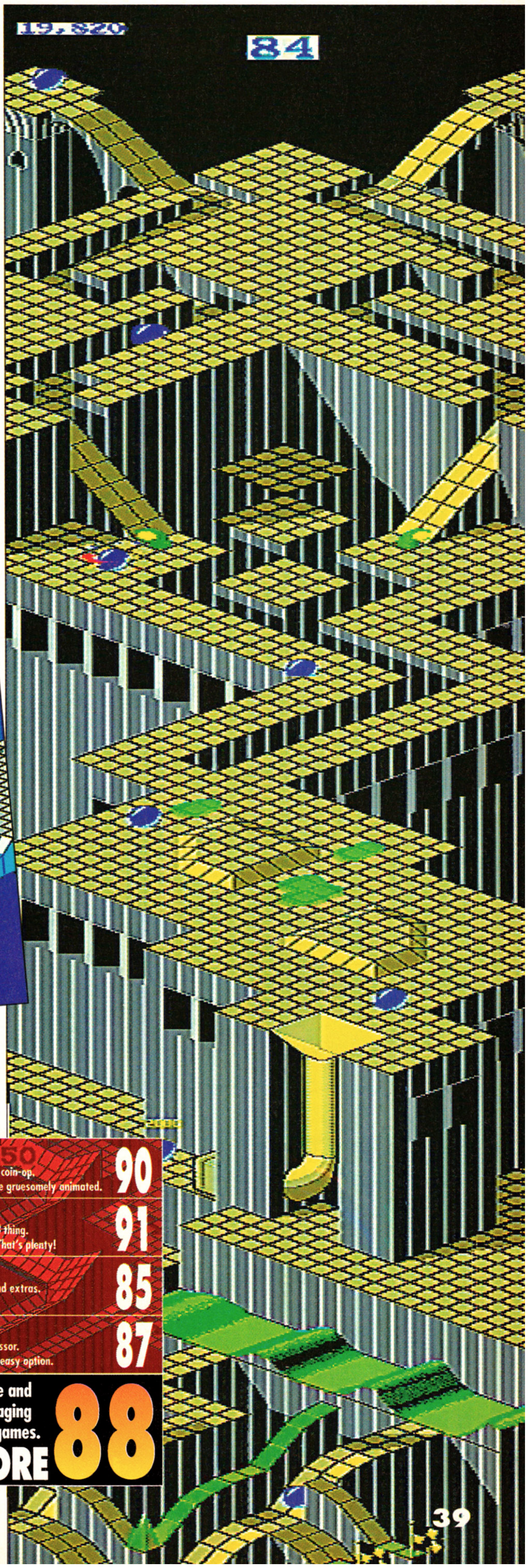




Top: the start of the aerial race. Beware of being dazed on impact!
Above: a lucky escape from one of those dratted hoovers. Electrolux have a lot to answer for!



Above: welcome to the latter half of level two. The quickest route is through thetubes, but those whoop-de-do's are hard to navigate safely. I'd watch out for that patch of ice too, if I were you!



you could reach phenomenal speeds and stop on a postage stamp, not to mention tight cornering. The option of a booster would have been nice for long straights and could have overcome the control difference. Secondly there's no head-to-head mode, but maybe I'm asking for too much in that department. The final criticism I have to make is one of precision. The edges of drops don't seem to be as forgiving as the original, and you'll fall to your doom far more often than you'll be used to if you've played it before. Apart from that *Marble Madness* is a real fun game, even if you're not familiar with the format. There are plenty of clones, but only one original. And for the Master System, this is it!

● James "no marbles" Scullion

PROFILE

MARBLE MADNESS ● VIRGIN ● £TBA ● OUT JUNE

CART SIZE	2Mbit
PLAYERS	1
STAGES	6
SKILL LEVELS	8
FEATURES	n/a

SUPPLIER
Virgin Games
338A Ladbroke Grove
London
W10 5AH
✆(081) 9602255

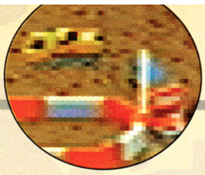
GRAPHICS ▲ Faithful reproduction of coin-op. ▲ All the usual baddies are gruesomely animated.	90
SOUND ▲ Sounds just like the real thing. ▲ Nine tunes and 14 FX. That's plenty!	91
GAMEPLAY ▲ True-to-life obstacles and extras. ▼ A bit on the slow side.	85
CHALLENGE ▲ Harder than its predecessor. ▲ Difficulty high, even on easy option.	87

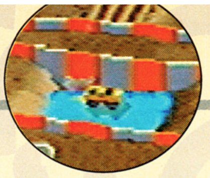
Incredibly accurate and extremely encouraging for future Virgin games.

PROSCORE 88

It's called Barbell Madness!

SUPER OFF ROAD



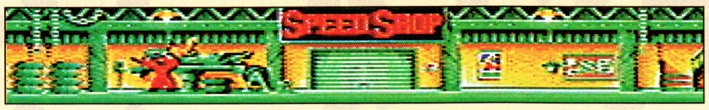


Jump into the driving seat and make sure that your seat-belt is particularly secure because this is going to be the bumpiest ride of your life! Even bouncier than Gert Buckett, this is *Super Off Road*.

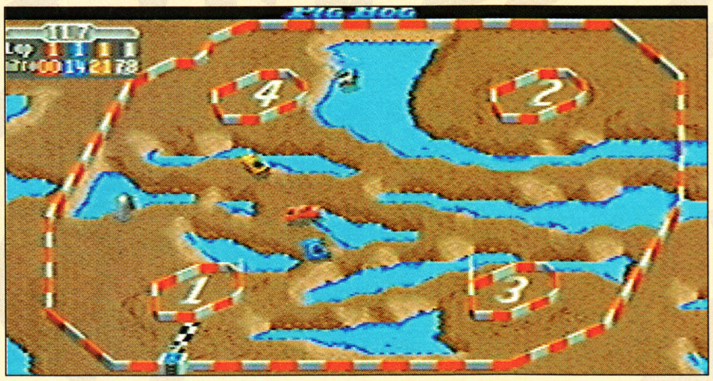
One or two players compete against several computer opponents for cash prizes in four laps of no-holds-barred motorised mayhem. There's a huge selection of tracks, all of which will test your endurance and physical stamina, so you'd better be fit and ready.

It ain't gonna be easy, with hazards ranging from massive pot-holes to deeeeep water! To help you, money and nitro boosters are scattered around the courses and you're gonna need them.

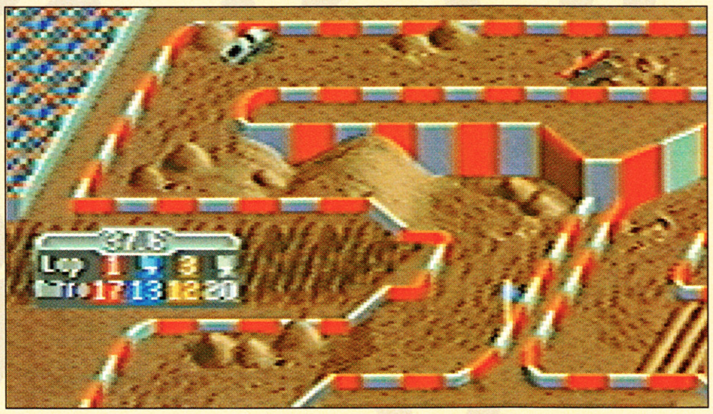
So hold on tight, slam it in gear and go, go, go!



Below: okay you pig-boggers, put the pedal to the metal and let's burn! The computer trucks will show you the route if you're unsure. Very useful, as this track's a bit obscure. Miss one bend and you're gonna be a lap behind, and outta the race!



Below: Can you fandango? Hope so, or it's the pits for you! Bone-jarring bumps and potholes galore are gonna have your cab dancing all around this circuit!

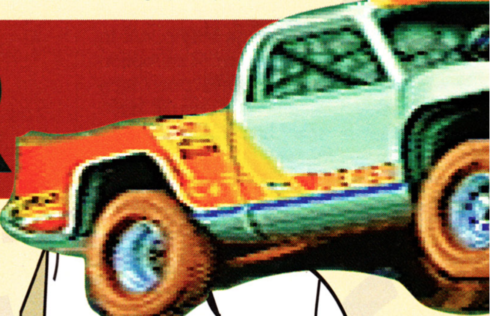


Straight from the wicked intro screen you know that this is going to be balls-out driving, so stop your grinnin' and drop your linen; *Super Off Road* is a *Super Sprint* clone with a difference. The vehicles you'll be piloting are jacked-up open-back trucks, and the course is a dirt track full of jumps, bumps and hazards galore!

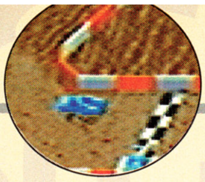
Competing against three opponents, you have to come in third or higher to qualify for the next race. Having done so you are awarded fiscal remuneration by well-endowed young ladies for your efforts then it's off to the parts shop. Nitros are an essential purchase but also on offer are better tyres, shocks, acceleration, and top end extension. All of these can be built up over several races, except nitro boosts which, as you can imagine, are rather depleted after each race. If the worst comes to the worst there is a continue option, which craftily cuts back on your add-ons, forcing you to fight your way back up to your previously well-endowed status.

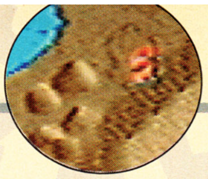
Although being rather small, the trucks are exceptionally good-looking. They bounce around the course in a similar fashion to the real thing, although hacking into a rival has a similar effect to bumper cars, with the two of you rebounding backwards, and neither being written off. These things must have Volvo parts!

The forced perspective courses are planned with thought, some being purely pedal-



"You picked a fine time to leave me, loose-wheel!"





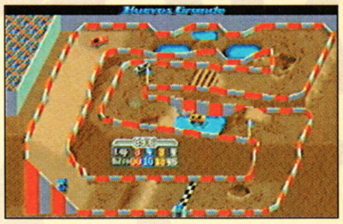
PROTIP Make sure you don't use all of your nitros too early, as you'll be flagging in the latter half of the race. Best thing to buy in the speed shop other than nitros is acceleration. This gives you the obvious advantage of an early lead and allows you to recover quickly if you get disorientated.

PROFILE

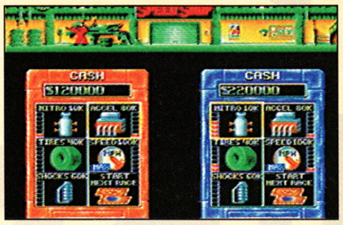
SUPER OFF ROAD ● BALLISTIC ● £29.95 ● OUT JUNE

CART SIZE	8Mbit
PLAYERS	2
STAGES	8
SKILL LEVELS	1
FEATURES	n/a

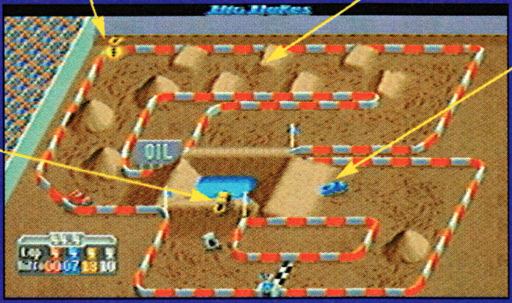
SUPPLIER
Accolade Europe
Bowling House
Point Pleasure
Wandsworth
London SW18 1PE
✆(081) 8770880



Above: the Huevos Grande awaits! Water really hinders your progress, so pick your route carefully.



Above: get yer speed here! Spend your bucks wisely, or you'll find yourself floundering!

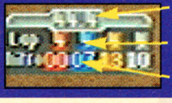


This bag of swag means you can still go shopping even if you lose! Ten grand is added to each successive wad!

Launch yourself off these whoop-de-do's and you could find you've aerially overtaken your adversaries, stunt-man style!

Yellow is about to find out just how much the water slows him down. Take the right line to avoid a similar fate!

The red car and the blue car had a race! (Sing to the tune of the Milky Way advert.)



Top of the status box shows the elapsed time from the start of race.

Each respective car's lap number is below this.

And bottom shows just how few nitros you have left (hard luck, red!).

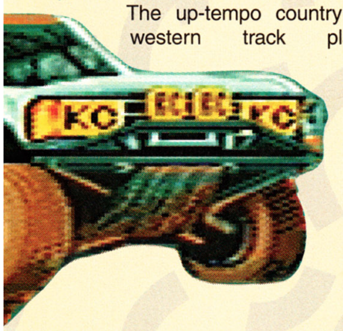
to-the-metal material, while others require a modicum of brain power to be navigated safely and speedily. They're rather colourful too, a garish red and white crash barrier keeps you within its dirt-laden confines, and the sandy-coloured potholes and table-tops are all well-defined. The spectators are a bit of a let-down, being just blocks of various colours, but you're not going to be spending much time looking at them with the next hairpin coming up, are you?

The up-tempo country and western track playing throughout just adds to the realism. It's really what you'd expect at this kind of gig, and being Damian's favourite kind of music it had him whooping and slapping his thighs whilst square-dancing around the office (yee-haar!). The sound effects only occur at particular times in the race, such as hitting a water hazard, or firing a nitro. But there's no engine noise, which would have been nice. This may be a minor gripe but realism is an important factor in this style of software.

Talking of realism, these babies handle just like their bigger brothers, although are a mite more difficult to roll (in fact it's impossible!). The computer drivers are real pros so a burst of nitro and some cool corner-cutting will keep you in pole position.

Super Off Road really brings out the competitive side in people. (It had Les doing laps of honour on the (very) odd occasion he beat me.) A well-wicked game that you'll keep coming back to, and with endless tracks it'll be very difficult to leave. At such a cheap price, it's brilliant value for money.

● James "Iron Man" Scullion



GRAPHICS 86
▲ Realistic blimp-type view.
▲ Realistic blimp-type women.

SOUND 76
▲ Country fans will be in raptures.
▼ No vroom-vroom noises.

GAMEPLAY 88
▲ Just like the dodgems.
▲ Very easy to get into.

CHALLENGE 87
▲ Computer-driven cars are aggressive.
▲ Successive levels are progressively difficult.

A real rough 'n' rumble racer – brilliant two-player mode.

PROSCORE 88

What happened to the Iron Man, Ivan Stewart?

ARCADE SMASH HITS

Compilations aren't something that Sega have encouraged, yet despite their efforts, many pirate compilations have made their way out of the Far East and onto the world circuit, especially on the Game Gear.

Only packages like *Shooting Games* and *California Games* come anywhere near to a Master System compilation, but now Virgin Games, with Sega's full approval, are releasing an anthology of three classic arcade games, *Centipede, Break-Out* and *Missile Command*. (The other two greats, *Space Invaders* and *Pac-Man*, have already received excellent MS conversions.)

The idea of three games on one cartridge is obviously value for money, but all these games are completely new implementations of the classic games – and what's more, you don't need a bag of ten pence pieces to play them.

When I first heard that Virgin were planning to put three games on a 2Mbit Master System cart, I was a bit dubious. Most MS games fail to exploit the machine's full capabilities, and with each game having one third of the space if a normal game, I was mildly concerned. But I shouldn't have worried, Virgin have once again done the business.

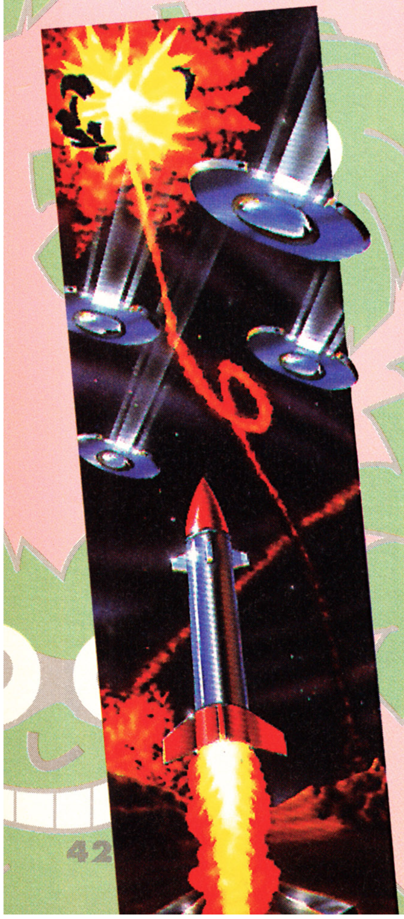
All three games – *Centipede, Break-Out* and *Missile Command* – are held together by one central character, strangely called Hair Pie (we knows what it means, but we're not saying). He introduces each game with his own cute title sequence, and while being as cute as Sonic, he isn't quite a fast.

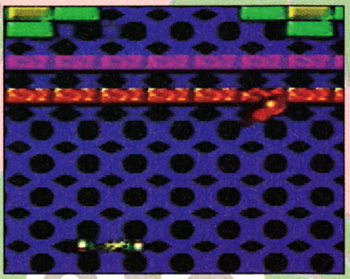
Centipede kicks off the action, and although it doesn't have the looks of *Sonic* or *Lucky Dime Caper*, it retains all the playability of the old coin-op. The graphics are sparse, with just mushrooms and three or four different types of enemy to blast. By keeping everything simple, Virgin have managed to make the game very fast and smooth, with absolutely no flicker.

Being such an old game, I can't comment on the accuracy of the music, but what plays throughout the game certainly hammers away at a fair pace. Effects are, as is usual with MS games, kept purely functional.

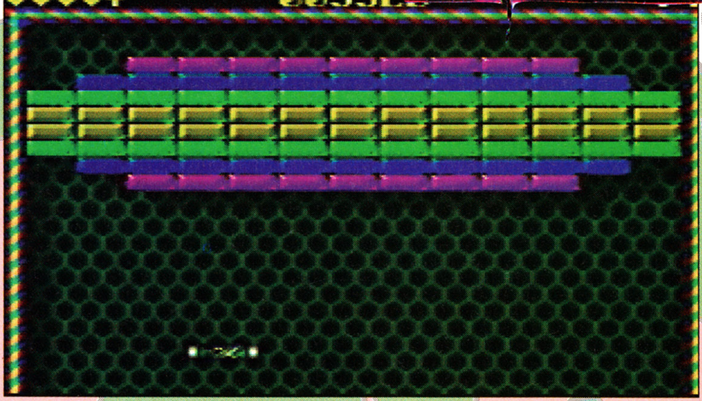
Break-Out is next on the menu. There has never been a decent version of this type of game on the Master System, so any attempt is more than welcome.

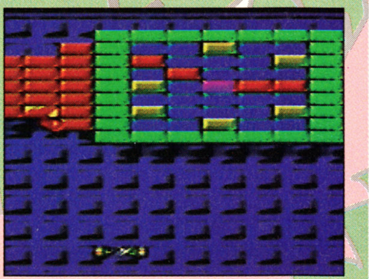
The most impressive thing about this reincarnation is the backgrounds which are constantly on the move.





Note the fake speed blur behind the ball. It looks impressive but is a complete fake; it all adds to the great gameplay.





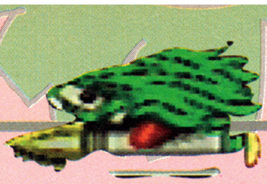
PROFILE

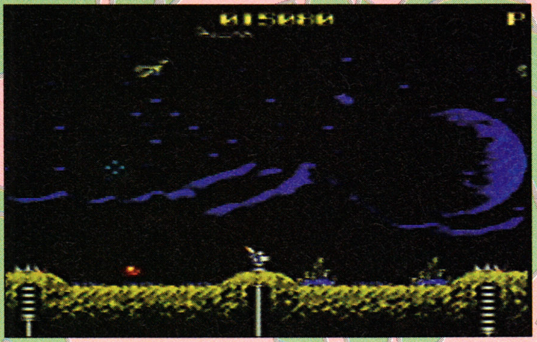
ARCADE SMASH HITS ● VIRGIN ● £TBA ● OUT JUNE

CART SIZE	2Mbit
PLAYERS	2
STAGES	n/a
SKILL LEVELS	n/a
FEATURES	n/a

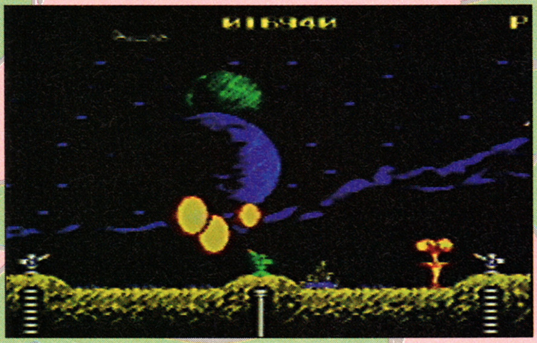
SUPPLIER
Virgin Games
338A Ladbroke Grove
London
W10 5AH
✆(081) 9602255

John Connor played *Missile Command* in Terminator 2.

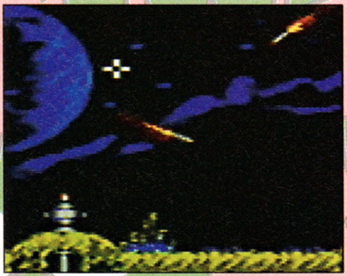




This not-so-smart bomb has mercilessly hit an already destroyed city when there were two easy targets on the right. Note that the central gun is already out of ammo and the left gun is soon to follow.



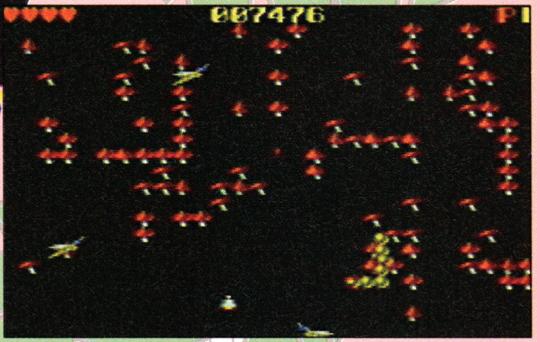
Looks like you didn't quite contain that Splitter. Three segments were destroyed with a salvo of missiles but that last warhead has nuked one of you last remaining cities.

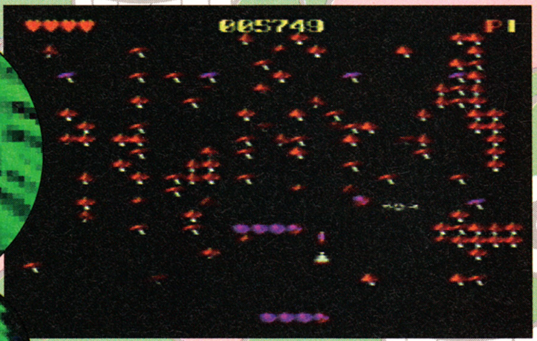


Prevent these bombs falling on your cities with some new improved missiles in this latest incarnation of *Missile Command.*

THREE ON THE GEAR

No Game Gear version of *Arcade Smash Hits* is planned and it is not really advisable to buy this to play through a Master Gear convertor. The characters are too small to see, even with a magnifier. *Centipede* is practically invisible, *Break-Out* is barely playable and *Missile Command*... just forget it.





Centipede may look like one of the most boring games around, but Virgin have retained all the original's playability and speed.

The main bat is animated too, and moves quickly across the base of the screen with no flicker. The bricks are brightly coloured throughout the 27 levels, and a different jolly tune plays on each.

Break-Out is a very old game but this has really brought it up to date. It is very playable and as addictive as ever. The speed is impressive and that annoying chase of the last brick is still there.

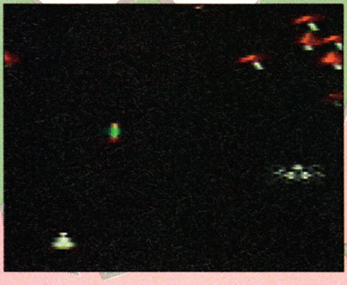
Lastly, there's *Missile Command*. It may be old but it is still popular. The Sega version has some neat touches and improvements over its arcade counterpart.

Firstly, the lines have gone. You now get detailed missiles with animated fire trails emerging from their tails. A new feature is the Splitter. This baby flies down the screen and then splits into four and flies straight towards you – scary stuff when you only have one city and a couple of shots left.

The sound effects have suffered a little. Gone are the huge explosions, with a dull squelch in their place. The gameplay, although slightly repetitive, is still a lot of fun. The panic of seeing loads of missiles onscreen with nothing to blow them up soon gets the adrenalin pumping. Most surprising of all is that the joypad control is almost as accurate and quick as the coin-op's trackball.

The concept of *Arcade Smash Hits* is very brave. These games are extremely simple, and rely a lot on nostalgia. Obviously, if you haven't played the original games, you may be shocked at the simplicity of the package. What these games rely on is pure playability, and because most console games are covered in a sheen of graphics and sound, some Sega players may not remember what this means.

The best of the lot is *Break-Out*, and probably the most advanced development of the old game. This could quite easily be released by itself, but with *Centipede* and *Missile Command* thrown in too, *Arcade Smash Hits* represents tremendous value for money.



● **Les "fogey" Ellis**

GRAPHICS 79
▲ *Break-Out* backgrounds are very colourful.
▼ Not developed enough, but accurate.

SOUND 80
▲ Different tunes for each game.
▼ Effects on *Missile Command* are poor.

GAMEPLAY 86
▲ Very, very addictive.
▲ Undefinable qualities of nostalgia.

CHALLENGE 80
▲ Perfectly set increasing difficulty.
▼ Each game is fairly limited in long-term content.

Not just nostalgia, a valid addition to any collection.

PROSCORE 82

Matthew Broderick played *Galaga* in War Games.

JORDAN vs BIRD

Two of the most famous basketball players since the Harlem Globetrotters, Michael "Air" Jordan and Larry Bird are firm friends, and highly respective of each other's prowess on-court. They even meet for a one-on-one practices...

Both have their specialities. The Chicago Bulls' Jordan is the king of the aerial shot. His devastating 360s, windmills and other slam-dunk variations make him a real spectator's player. Also known for his speed and aggression, he's possibly the most highly thought-of player in the NBA!

Bird, who plays for Boston's Celtics, is a real tank, but this doesn't mean he's sloppy! He's a quick-thinker, remaining calm while calculating and achieving difficult shots under pressure. At the top for over a decade, he's a shining example to basketball players worldwide!

Now the giants clash in EA's one-on-one spectacular...

Jordan vs Bird is the latest in EA's range of EASN (Electronic Arts Sports Network) software that deals with the major sporting events of the 20th Century, ranging from American football to ice hockey, baseball (later this year!) to basketball.

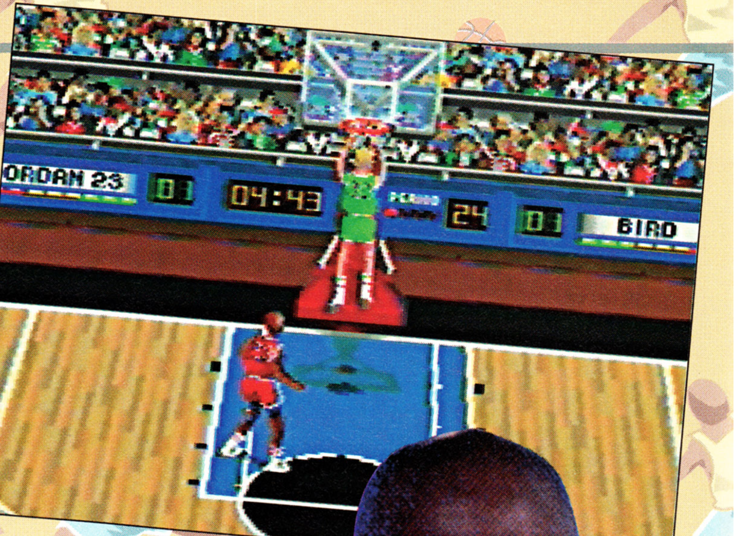
The fanfare you receive when powering up is almost as glorious as something you'd expect at the Olympics. Joined by several statics of all of today's popular spectator sports, it really sets the stage for the meeting of these two basketball giants!

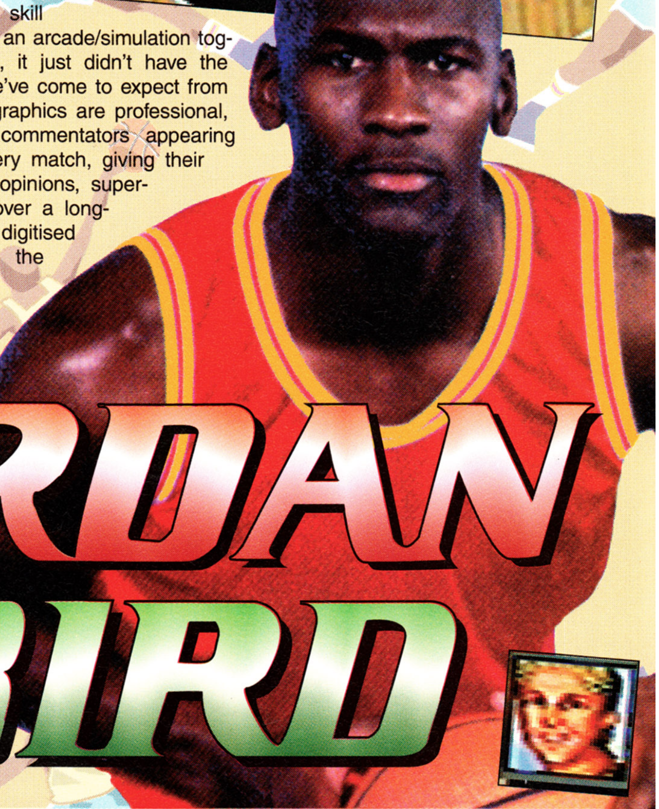
Next comes the title page, with two rather dodgy, cartoonesque stills of the gents in question, and a fast 'n' funky musical accompaniment. Following this is the complex, yet user-friendly options screen.

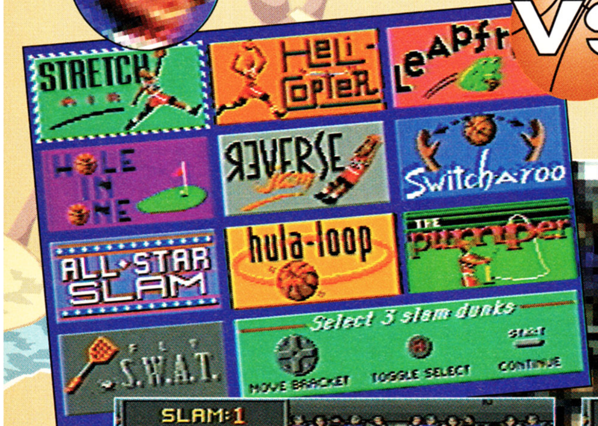
There are several game types, but the three main ones are one-on-one, Bird's three-point contest, and Jordan's slam-dunk contest.

One-on-one is the main feature, and although packed with features was rather a disappointment as far as I was concerned. Although having several skill levels and an arcade/simulation toggle option, it just didn't have the realism we've come to expect from EA. The graphics are professional, with the commentators appearing before every match, giving their (valued?) opinions, superimposed over a long-distance digitised shot of the court.

On-court visu-

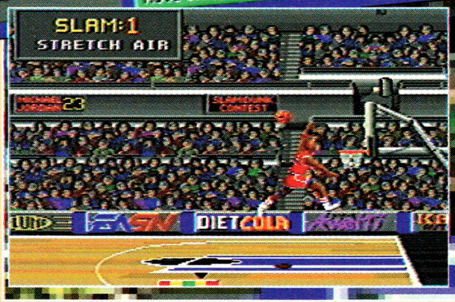

ORDAN 23
01
04:43
PERIOD
24
01
BIRD

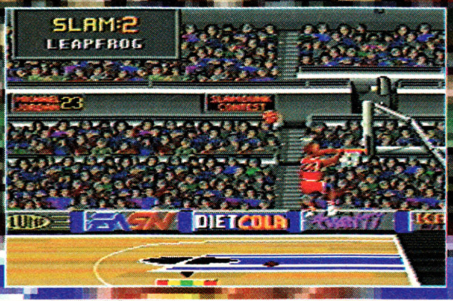


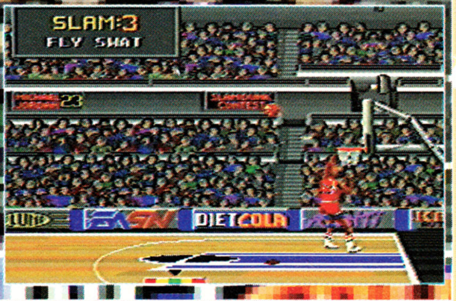

STRETCH AIR
Heli-copter
Leapfr
Hole in one
Reverse Jam
Switcharoo
All-Star Slam
hula-loop
The
Fly S.W.A.T.
Select 3 slam dunks
MOVE BRACKET
TOGGLE SELECT
START CONTINUE

JORDAN'S DUNKSHOP

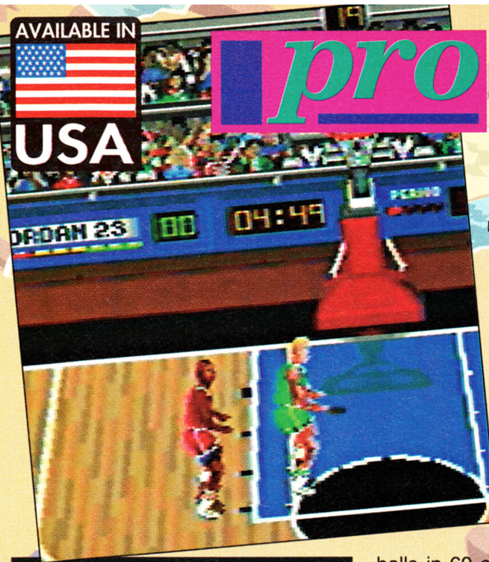
Being a master of savoir-faire, Jordan knows how to turn on the crowd! His mid-air mastery is second to none, and here's your opportunity to try out ten of his personal favourite slam-dunks. Their names speak for themselves, and you can guarantee lots of "ooo"s and "ahhh"s from the crowd as you rocket that baby home! As Nike say, "Just do it!"


SLAM:1
STRETCH AIR
EASN
DIET COLA


SLAM:2
LEAPFROG
EASN
DIET COLA


SLAM:3
FLY SWAT
EASN
DIET COLA

The Australian basketball team may not play at the Olympics...

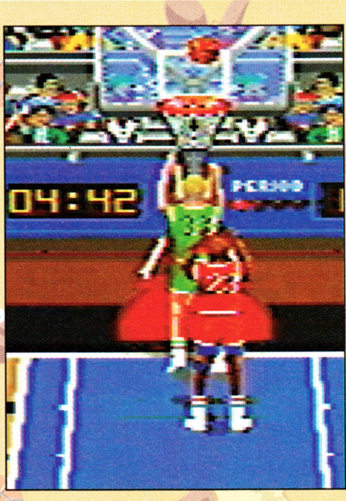


JORDAN VS BIRD ● EA ● £TBA ● IMPORT

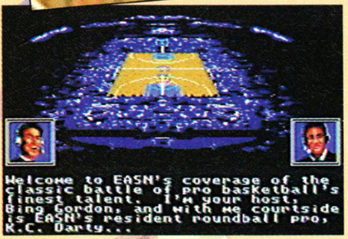
PROFILE

CART SIZE	4Mbit
PLAYERS	4
STAGES	3
SKILL LEVELS	4
FEATURES	n/a

SUPPLIER
Electronic Arts
Langeley Business Centre
11-49 Station Road
Langeley, Nr Slough
Berkshire SL3 8YN
✆(0753) 549442



Bird has the upper hand here, and he knows it! Jordan just isn't happy, and therefore nuts him from behind!



Welcome to EASN's coverage of the classic battle of pro basketball's finest talent. I'm your host, Bing Gordon, and with me courtside is EASN's resident roundball pro, K.C. Darty...

Meet the two smarmy commentators. These guys are paid to tell the audience what's going on, but have never played a game in their life!

als comprise of you looking up-court at the basket, which you both share. It's colourful and well-defined, but sadly lacking in gameplay. Firstly, the joypad is far too crowded with functions, and secondly, the players, although having a wide range of moves, are far too slow-moving and jerky. This really detracts from a potentially massive licence, and in my opinion is a major flaw.

Options in one-on-one include a fatigue-meter (your players becoming exhausted, leading to them being less likely to pot shots until they've had a time-out), manual or auto instant replay (for posers to relive their moments of glory), and a two-player mode. These help to make the game more bearable, but still fail to really excite.

Bird's three-point contest is the second offering, and has the best graphics of the three. Up to four players can compete in this test of long-shot accuracy. Bird has a massive sprite, being half the height of the screen, and is really well-animated as he attempts to sink 25 balls in 60 seconds, from five different angles, all from outside the shooting D. This game is relatively simple in that all you have to do is co-ordinate your button-pressing with Bird's movement onscreen. Saying that, though, it's extremely difficult to get all of the balls in as you have a time limit to work within which runs down all too soon!

Finally comes my favourite sub-game, Jordan's slam-dunk contest. Choosing from ten of Air's favourite shots, you must attempt to complete three. Again, four players may compete in this display of aerial excellence. Difficulty is high, as a series of three moves per shot must be completed with pin-point accuracy to see that elusive basket! The animation as you twirl through the air is totally different for each shot, and really well-executed. The shots are varied, with such weird names as switch-a-roo, fly swat and the pumper. It's a real joy to pull off one of these, and the five judges that appear mark you on style, finesse and skill.

As a package, *Jordan vs Bird* may well appeal to hard-core basketball fans, but in my opinion holds no lasting interest to the majority of EA fans. Decent graphics, minimal in-game sound and lack of long-term appeal add up to a rather disappointing affair. A real shame considering the success EA have had with their previous sports outings.

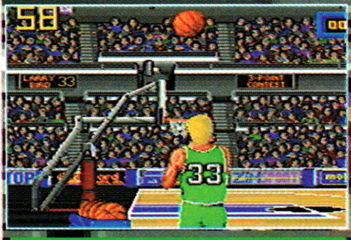
● **James "Travelling" Scullion**

PROTIP

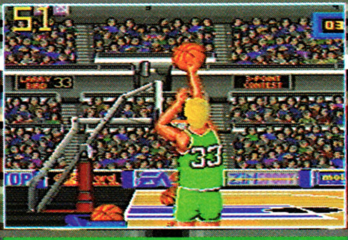
On taking a shot, always run for the basket. If the shot is unsuccessful, you'll be in the right position for possession on the rebound.

BIRD DROP-INS

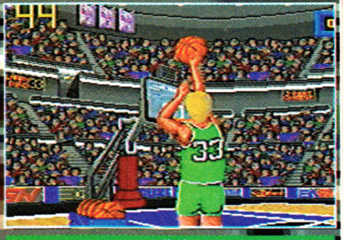
Welcome to Bird's three-point practice round. Your objective is to basket as many balls as possible from five different angles. This must be accomplished in 60 seconds, and that ain't as long as it sounds!



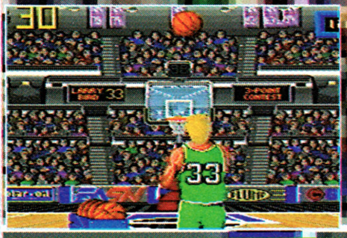
Two seconds gone, and only one ball airborne! But will it go in? If it doesn't you'll lose your bonus!



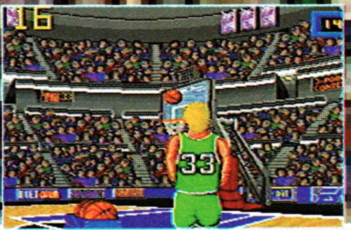
Alright! Three balls thrown , and three baskets scored! Nice shootin', Tweety-Pie!



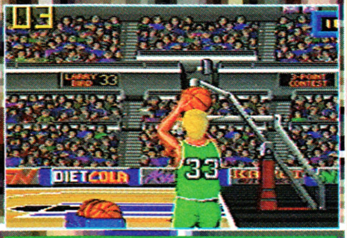
We're really lettin' rip now, amigos. Is this guy on form, or what?



These seem to be the easiest shots, as they're straight on, but don't relax, because there's still plenty to do!



16 seconds to go, and eight balls to throw! Seemingly an impossible task, but you can do it, Bird, my man!



No way, José! Four baskets in three seconds is beyond the capability of even you! Practice is definitely recommended!

GRAPHICS ▲ Plenty of colourful styles. ▼ Definition could be better.	85
SOUND ▲ Nice bouncy intro tune. ▼ Ref's whistle and little else in-game.	79
GAMEPLAY ▼ Rather slow-moving and jerky. ▼ Shallow and lacking in variety.	72
CHALLENGE ▲ You won't win in professional mode! ▲ You may not win in recreational either!	81

A polished program lacking content to warrant any long-term value.

PROSCORE 78

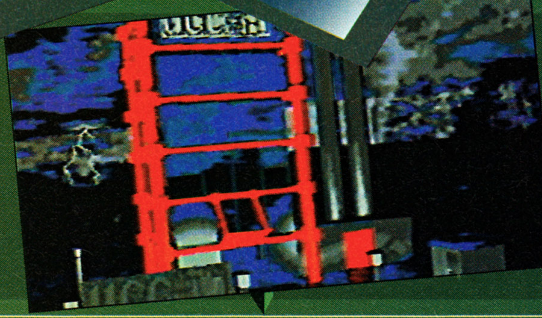
They have protested about "Magic" Johnson appearing for the States!

CORPORATION

The London of the 21st century is not a happy place. A series of brutal murders have rocked the capital. The only clue the police have is that they are all centred around the UCC (Universal Cybernetics Corporation) building and all the victims have been torn apart. The press have already nicknamed the killer, The Ripper.

The UCC are world famous for their robot technology, practically every home has a UCC robot in it. Just lately, the UCC have been developing genetically mutated symbiotic humanoids. Of course messing with genetics in this way is totally illegal so the work is top secret.

One of their genetic "beings" has escaped and is responsible for the killings. At this point the government have stepped in to investigate the work of UCC. You are a top agent with ZODIAC, a security agency. You have been chosen to infiltrate the UCC building and bring back proof of their illegal work. Trouble is, you don't know who is and isn't on the UCC payroll...



As soon as the Ripper appears on the title screen, you know you are up against more than your average console game adversary. He's mean, he's bad and he's a lot bigger than you. Your first job is to select the character to take you through the game. Take care as each character has strengths and weaknesses, and specific skills that may be utilised at certain points throughout the game.

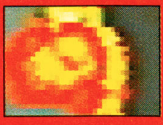
The atmosphere that the graphics in *Corporation* create is very dark and post-apocalyptic. The subtle shades used on all the walls, ceilings and floors really make you feel like you're creeping through a building at the dead of night. All the items you come across are supremely detailed when they get to the selection windows, although they do look like shapeless blobs on the floor.

The real magic of *Corporation*, however, is the monsters. With genetic mutation and robotics as the crux of the game, the programmers have really gone to town on some gross creatures. The robots you come across are amusing to look until they start blowing you away. They are well-detailed, but they look so ungainly and harmless that you almost don't want to destroy them. On later levels the monsters enter the game and these guys are disgusting. My own personal favourite is the green monster that walks around the second level. When you blast him, his skin melts and his skeleton slowly disintegrates.

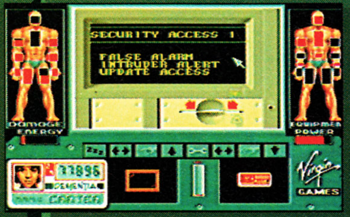
The music in *Corporation* complements this dark atmosphere perfectly. It's a slow, mellow tune with the occasional dramatic crash of sound, so turn it up, run it through an amplifier, and blast out the neighbours. The effects are top-notch too. The alarm klaxon makes you jump when it first goes off. All the weapons have their own sound, and you'll soon know when a monster is tracking you. The effect is truly chilling.

Corporation is going to appeal to all sorts of gamesplayers. RPG fans will rave over it because they have control over the main character,

PROTIP



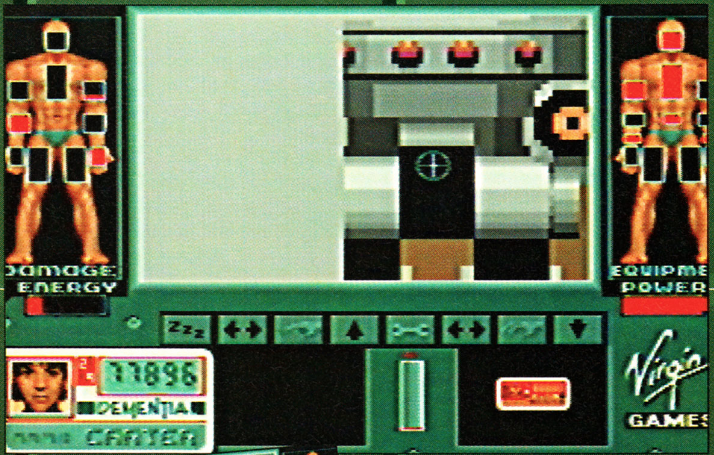
As you walk through the building shoot out the spy cameras on the ceiling. If you shoot from a distance they won't spot you and raise the alarm. Your sights will auto lock onto them as soon as they come into your range.

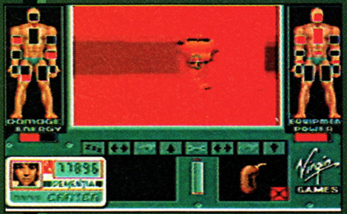


SECURITY ACCESS 1

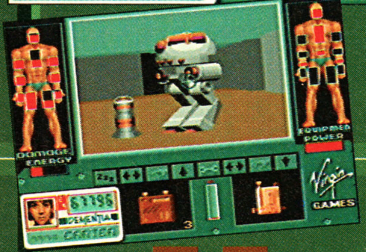
FALSE ALARM
INTRUDER ALERT
UPDATE ACCESS

Logging onto the security computer, you can access your lift card. You can also set off the alarms if you want or turn them off. This is the access code for the first level.



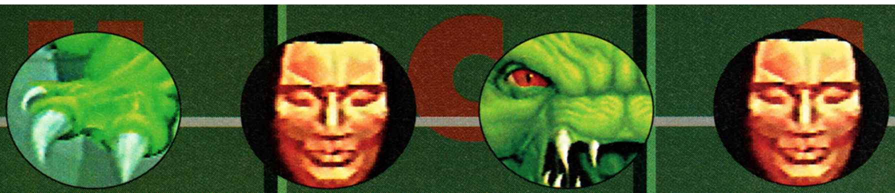


Go to infra-red people, look sharp. This mode will let you detect any infra-red beams.

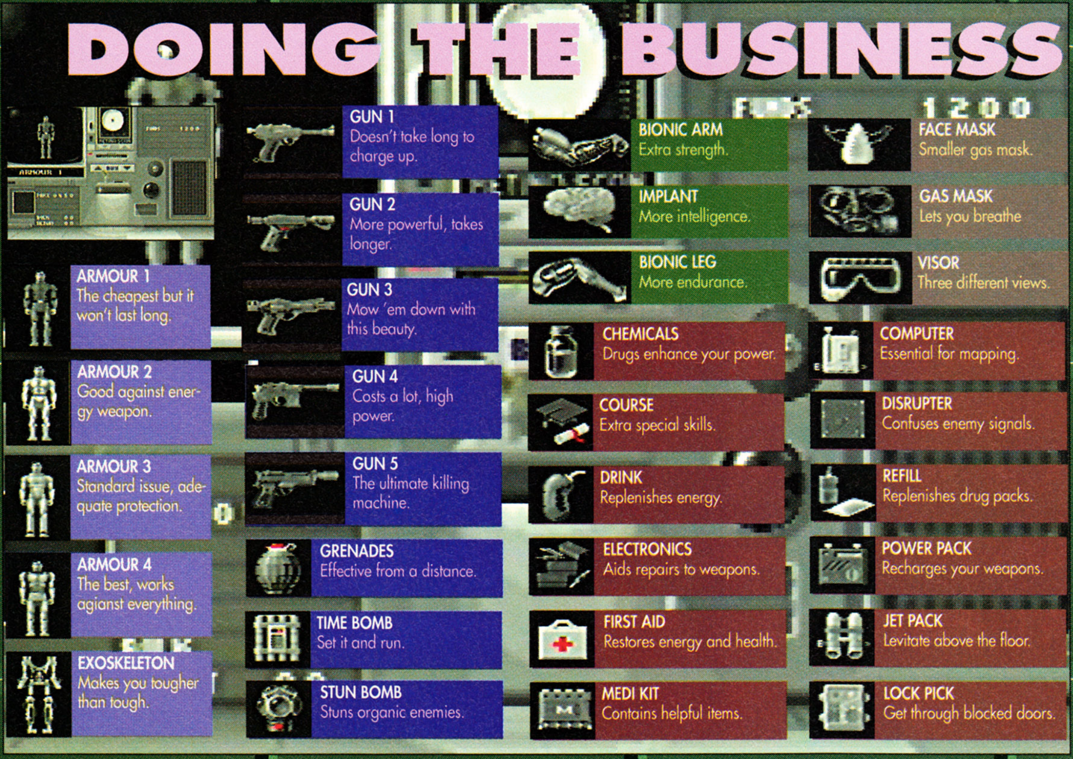


One wrong turn and you could end up face to face with an ED 209 lookalike. Beat a hasty retreat or stand your ground and blast him to smithereens. One thing's for sure, polite grovelling won't help.

Don't mess with mother nature...



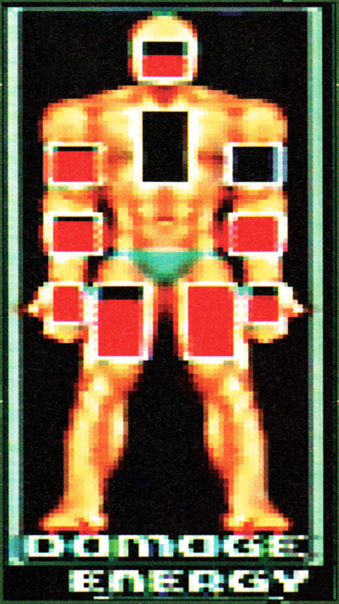
DOING THE BUSINESS



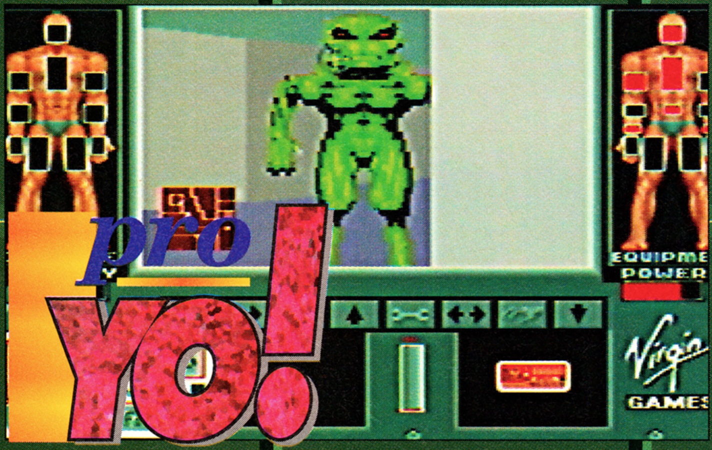
Item	Description
ARMOUR 1	The cheapest but it won't last long.
ARMOUR 2	Good against energy weapon.
ARMOUR 3	Standard issue, adequate protection.
ARMOUR 4	The best, works agiant everything.
EXOSKELETON	Makes you tougher than tough.
GUN 1	Doesn't take long to charge up.
GUN 2	More powerful, takes longer.
GUN 3	Mow 'em down with this beauty.
GUN 4	Costs a lot, high power.
GUN 5	The ultimate killing machine.
GRENADES	Effective from a distance.
TIME BOMB	Set it and run.
STUN BOMB	Stuns organic enemies.
BIONIC ARM	Extra strength.
IMPLANT	More intelligence.
BIONIC LEG	More endurance.
CHEMICALS	Drugs enhance your power.
COURSE	Extra special skills.
DRINK	Replenishes energy.
ELECTRONICS	Aids repairs to weapons.
FIRST AID	Restores energy and health.
MEDI KIT	Contains helpful items.
FACE MASK	Smaller gas mask.
GAS MASK	Lets you breathe
VISOR	Three different views.
COMPUTER	Essential for mapping.
DISRUPTER	Confuses enemy signals.
REFILL	Replenishes drug packs.
POWER PACK	Recharges your weapons.
JET PACK	Levitate above the floor.
LOCK PICK	Get through blocked doors.

THE CORE OF CORPORATION

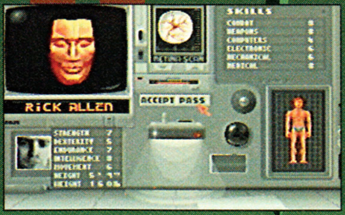
Derby-based Core Design, the programmers of *Corporation*, may seem like newcomers to the Sega scene but their pedigree is second to none. They have been producing games for the Amiga and Atari ST for years. Aside from the original versions of *Corporation* and *Chuck Rock*, they have released *Heimdall*, *Thunderhawk*, *Wolfchild* and *Car-Vup*. And if you've been reading your SEGAPRO carefully, you'll know that they've also just finished the Mega-CD title *Wonder Dog*, which is expected under the JVC label in Japan next month.



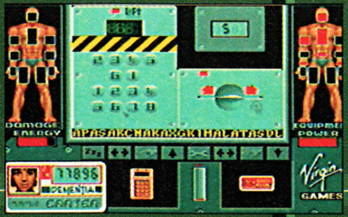
The indicators above show damage to the relevant points of your body. When they reach the end of the bars, you can expect death to soon follow.



I guess this guy isn't going to listen to friendly reasoning. This looks suspiciously like the dreaded Ripper. If you don't kill him soon, he's going to show you what ripping is all about. Note the map in the lower left corner that will guide you round and make your movements quicker.



Choosing your character can be a problem. Do you take a man or a woman, or even a droid? In our experience the droids really deal death so try them out first before you use human characters.



Enter the lift, put in your recently updated card (you did update it, didn't you?) and choose your floor. If you have clearance you will emerge on it, if not, you won't go anywhere.

shoot-'em-up freaks will love it because although you have to think and explore, you can blast away to your heart's content. There are loads of levels that will need thorough exploring, and with all the security cameras to look out for learning to dodge and creep around is essential. All the equipment that you can use adds extra depth to the already involving gameplay.

If you've ever played *Dungeon Master*, this game will show you just what developments have been made since that first ground-breaking game. If you haven't, imagine *Shining in the Darkness*, take out the menus and add real combat. Now improve it and you have *Corporation*. Nothing else comes close.

● Les "mutant" Ellis

PROFILE

CORPORATION ● VIRGIN ● £TBA ● OUT JUNE

CART SIZE	8Mbit
PLAYERS	1
STAGES	16
SKILL LEVELS	n/a
FEATURES	password

SUPPLIER
Virgin Games
338a Ladbroke Grove
London
W10 5AH
✆(081) 9602255

GRAPHICS 93
▲ Perfect atmosphere with excellent shading.
▲ Loads of detail on creatures and items.

SOUND 93
▲ Brilliant mood music deserves volume.
▲ The alien stalking you is awesome.

GAMEPLAY 94
▲ A great blend of exploration and blasting.
▲ Should appeal to all types of player.

CHALLENGE 96
▲ The levels get very tough as you progress.
▲ Constant rewards ensure you keep returning.

Corporation has it all, with *Shining Force* not in the UK, this'll clean up.

PROSCORE 95

She'll mess you up.

COMPETIT

MGM
STUDIOS

WIN AN AMAZING HOLIDAY
TO DISNEYLAND PLUS £300
SPENDING MONEY
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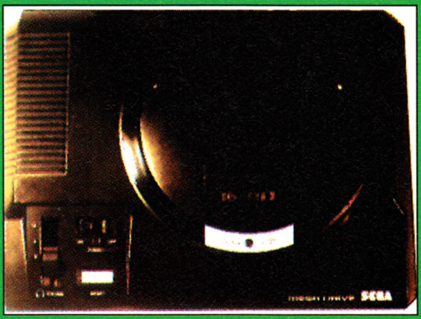
FANCY A SEGA
MEGADRIVE PACK?
IT'S GREAT FUN TO USE!!
0891 767 431



OWN A COMPUTER OR CONSOLE ALREADY? W
REVIEW LINE OR OUR CHEAT AND TIPS
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HAVE A CHANCE TO 'BEADLE'
AROUND WITH A STATE OF THE ART
JVC ELECTRONIC CAMCORDER
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E NUMBERS, THE MORE TIMES
E CHANCE OF WINNING

Please ask permission of telephone owner before calling.
vary, but last only a few minutes

SEGA pro

XXV
BUCK
ROGERS
BINGHAM

pro test

Stop sitting at home whinging to your friends about all your Sega grievances, put pen to paper and send your thoughts to *ProTest, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS*. The best letter of the month will win an exclusive SegaPro T-shirt. If you wish to send in a picture, please mark your envelope *ProArt*. The best drawing of the month also wins a T-shirt.

SEGA PRICE-FIXING?

Dear SegaPro

Sega appal me. They spend all their time wondering how to stamp out importers and finally come to the conclusion they must make their machines incompatible with the overseas versions.

They haven't come to the obvious conclusion that if they sold their games at the prices of games in Japan and the USA, maybe some of the trouble would be gone.

THE MARIO BUSTERS!
WHAK
KRAK
SMAK
BIFF
THUD
KRUNCH
WOP
WATCH OUT MARIO, WE'RE COMING FOR YOU!

David Bull, aged 12

The same applies to hardware. In Europe we get most hardware released about a year after it is released in the USA or Japan – and we pay a lot more as well.

Is it fair that customers in Europe must be thought of as a third priority? Why can't we be seen as equal to the Sega customers in the USA and Japan.

Philip Parsons, Market Drayton.

Sega have been top for ages!
Master System
Mega Drive
SEGA
Pro's
Wondermega
Game Gear
Mario (not a SegaPro)

Stewart Allan, aged 12

Dear ProTest

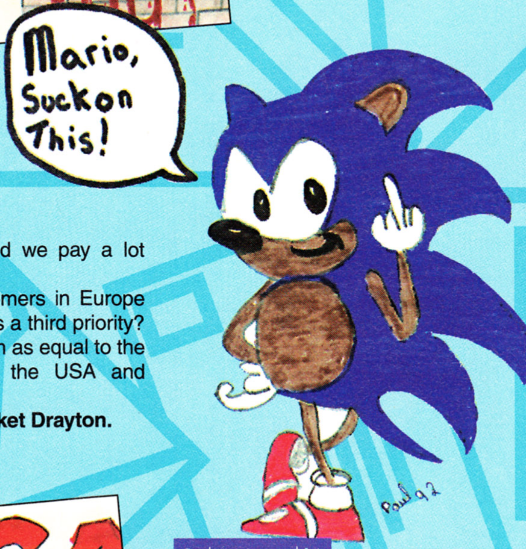
Do you think the prices of games will come down in the future. The other day I worked out how much money I had spent on MS games, and I was shocked, £307.88.

I could have bought five Master Systems, three Game Gears or two Mega Drive for that. I'm grateful I haven't got a Mega Drive, with games being around £10 more.

Dean Smith, Carshalton

Sega prices are undoubtedly high, and when an unlicensed third-party publisher like Accolade announces a new label for games at just £29.99, you start to wonder what is going on. You'd have thought that Sega, with the high quantities they make, could produce carts for as little as, or less than, a smaller company like Accolade. But at the end of the day, we have absolutely no choice. If Sega decided to make all their games £50, there would be nothing Sega owners could do about it. That's the beauty of Sega producing all the carts, and that's why Sega want to keep a control on who gets a licence to produce Sega games and who doesn't. Sega claim that they wish to keep everything under their control to stop bad software coming out, but when 50% of Sega releases are not worth the asking price, you start to doubt what they're saying.

The price of hardware is similarly inexcusable. Everyone knows that you can buy a Mega Drive in Japan, post it to the UK, buy a new power supply and still pay less than the official UK price. The same could be said for software, and you get full-colour manuals with Japanese games!



Paul Martin, aged 14

SHOP AROUND

Dear ProTest!

Having only treated myself to a Master System earlier in the year, I was in the dark concerning games and equipment. I'm sure many people will agree that the electronics market is the easiest place to get your hands stung when buying products.

For example one game which I purchased for £17.99 was £29.99 in another shop. Accessories are also a problem.

But after (I confess) buying several Sega magazines, SegaPro has a very impressive format and is great value for money. SegaPro's full of helpful hints, which to a novice like me are invaluable. Keep up the good work! From, at the moment, a slightly bewildered female beginner – and, no, I'm not a feminist by mentioning that. Thanks!

Vicki Guy, Nottingham

The disparity in prices is understandable because high street shops often have a lot higher overheads than mail order outfits. Of course, the moral of the story is to shop around for the best price – and keep an eye on the typical prices in SegaPro adverts. Glad we could help.

NOT SO SUPER NES

Dear ProTest!

Recently I've been hearing and seeing a lot about Nintendo's Super NES. It's not that I like Nintendo's machine or anything, but what I saw looked pretty impressive.

All the other magazines I have read say that the Mega-CD games released so far have been rubbish, and that the Super NES and its games are miles better.

I don't agree with this at all, but Sega had better start bringing some good games out fast or Nintendo will start winning the sales war.

Ben Carias, Hove.

Dear SegaPro

I've seen the Super Nintendo working – it's crap! All you get from Nintendo owners is:

Nintendo owner: "Yeah! It's got over 32,000 colours."

Sega owner: "Can you tell all the shades from each other?"

Ninny: "No, but it's got 32,000

colours."

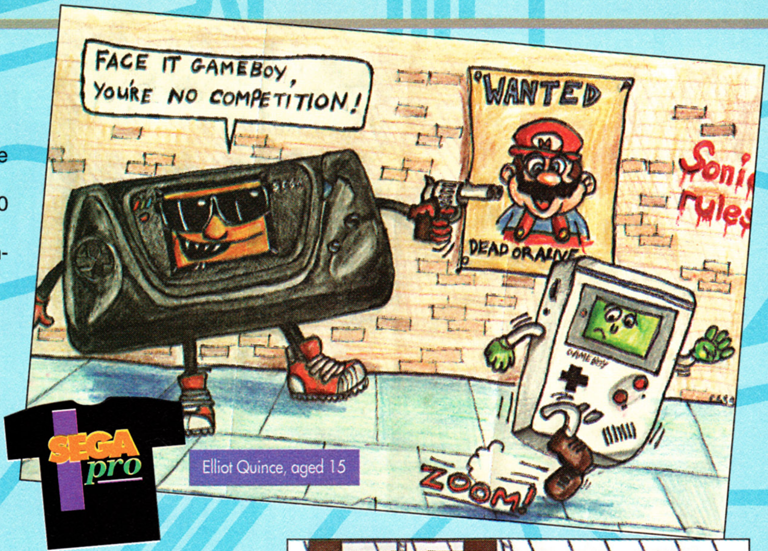
Sega: "Still got crap games like *Super Mario*?"

Ninny: "Yes, but with 32,000 colours."

Sega: "Oh, you think a programmer use them all?"

Wayne Barton, Widnes

Yo! Pro!
Nintendo are so rubbish,
Sega are so cool.
Mario's IQ is low,
and he's only two feet tall.
Stewart "Shakespeare" Morris



Elliot Quince, aged 15

SCOTTISH SONIC

Dear SEGAPRO

I think there would be a greater amount of decent games if Sega listened to kids' views instead of listening to businessmen who are in it for the dosh.

In SEGAPRO#5 there was a picture from a nine-year-old which showed a Scottish Sonic. This would be a brilliant idea and a lot more fun than having to rescue your girlfriend in games like *Double Dragon.*

Richard Smirke, Norfolk

PS: A bloody great mag, and a T-shirt wouldn't go astray.

Yeah, a Scottish Sonic would be great – trouble is, he'd never give any of the gold rings away.

PROQUOTES

"Why do you review games that are out in Japan and won't be in the UK for donkey's years?"
Matthew Shaw, Surrey

"I was shocked when I received issue five of SEGAPRO."
James Kelly, Somerset

"I haven't played any Sega games, but my friends tell me they are fun to play."
Julie Harrison, Middlesborough

"I have Nintendososes, a fatal disease which can be inflicted by playing on Nintendos."
Peter Laird, Eastleigh

"Come on Japan, make a game that will take a year to do."
Adam Smith, London

"SEGAPRO is the best thing since telly."
Andrew Gillet, Blackpool

"I've owned a PC Engine for two years now." (?)
Mark, Sussex

"It [SEGAPRO] has got everything a Sega owner could want."
James Daley, Newcastle

"Do any of the ProTest crew think Mariah Carey's sexy." (Yes!)
Shaka Marday, London

"Sonic looks like a squirrel."
Daz Ellis, Wrexham

"Can you slag off Nintendo and Jazza more often?"
Chris Reed, Cheshunt

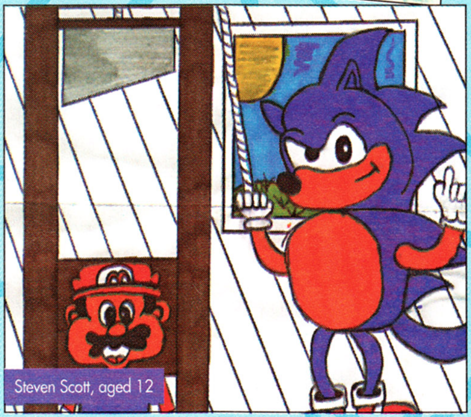
Yo! Pros!

You better print this letter or I'll send round my heavy mob (they've never heard of Slimfast).

Your mag is brill except for some duff ups. Firstly, you never print any Scottish letters. Secondly, why are all the people who win your compos always (well, almost) English! You might not believe it but Scottish people do read, write letters and enter competitions. Couldn't you make two different sacks of entries, one for Scotland and one for England?

Craig Buchan, Fraserburgh

PS: Any chance of *Mario Bros* on the Sega?



Steven Scott, aged 12

SECRET AGENT EARL

Lee Maguire, aged 16

We do, in fact, go through all of the post, weeding out the Scottish letters so we can burn them and avoid using them. No, just kidding.

Which letters are chosen depends entirely on originality, topicality and interest. Scottish people (or, indeed, girls) are never missed out intentionally, it's purely pot luck. Similarly, competition winners are picked out at random (assuming they get the answers right). Sorry, Craig, but the only answer to your problem is to encourage more Scottish readers to write to SEGAPRO.

MORE ADULT GAMES

Dear ProTest

As an older and recent devotee to Segameglomania, I'm curious to know whether games exist of a more "adult" nature. By this I mean the "obvious", as well as MD games that are even gorier and games designed to challenge slightly maturer intellects.

If there are some, can you recommend any, and even possibly review a few for us old timers.

Sar Ioannon, Southsea

Unlike Japanese machines like the MSX, the content of all Sega games is fairly tame. Nothing comes close to the type of "obvious" adult game you desire. About all Sega voyeurs get is the odd story scene from games like Earnest Evans and Trouble Shooter.

Anyway, "adults" should be able to think up "games" of their own to play with each other, and not have to rely on console games for their hardcore

PROBLEMS! PROCURES!

A wide variety of queries face The Pros this month, ranging from distressed people without the first issue of SEGAPRO to instructions on how to connect your Mega Drive to an amplifier. Don't forget, if you have any questions regarding anything Sega, send it in to *ProBlems and ProCures, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8LH.* (Any gamesplaying enquiries should be marked for the attention of Damian Butt's ProHelp.)

Loads of readers like **Rob Leigh** and **Ben Smye-Rumsby** are DESPERATE to get hold of issue one of SEGAPRO. Sadly, we have completely sold out of every copy in our offices (we only have one for the whole editorial team!), and can only recommend you try to pick one up at a computer fair, or advertise in you local paper. If demand is strong enough, we may consider printing more copies, but it's not worth doing for anything less than a thousand. So if you want one, send your pleas to the Richard, the publisher.

Peter and **Chris Coe** lent their yellow tips book given with SEGAPRO#3 to a friend. Sadly, this guy accidentally threw it out – some friend! You can get another book from us, but it'll cost you £1.99. These books are running out fast (we only have about 20 left), so you'll have to be quick.

Is there any possible way to separate the Scart output into video and stereo left/right signals?, asks Nik Butler. Sorry, Nik, but that's not possible as there is no audio output from the Scart socket. You don't mention what machine you have, but if it's a Mega Drive you can try this to put the sound through your hi-fi.

Assuming your hi-fi has phono/line-in sockets (usually red and white), you can take the signal from the headphones socket. Just go to your local electrical shop and obtain a lead with two phono plugs to a stereo 3.5mm phone plug (around £7). Now set the headphones' volume at medium, and connect the phone plug to it, and then the two phono plugs in the back of your hi-fi. Select the correct amplifier source and you should be in business. Good luck!

Last issue, **Adam Thornett** (and this month **Sam Young**) had a problem getting an American/UK power adaptor for his American Game Gear. We appealed for help, and here it is! You can get a suitable power supply for a "very modest charge" from *Game World, Trading World, Bexleyheath, Kent. Tel: (081) 2980226.* Game World also have branches in Welling and Woolwich. Thanks for contacting us, guys!

There are rumours of an American black market version of *Sonic* on the Game Boy and *Sonic* on the Amiga, says **Max Saunders**. Although Max doesn't believe such twaddle, he says that Daniel, a Nintendo owner in his class, does. What a plonker that Daniel is! There's no way a machine like the Game Boy or Amiga could handle the supersonic Sega game. Get a life, Dan, better still get a Sega!

Martin Brown already has *Super Kick Off* and is interested in getting *Champions of*

THE GREAT WATCH DEBATE

The watch that was stuck to the front of SegaPro#6 created quite a stir amongst readers. While most people were quite happy to pay the extra £1, they were slightly disappointed to find that after a quick dip in the bath with it, the watch conked out, despite it saying "Water Resistant 100FT" on the face. We took the watches from our suppliers in good faith. If there are any readers who inadvertently drowned their watch, then send the watch back to us at *Watch Returns, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.* We will then send you a working watch to replace it. With all watches, it is generally accepted that "Water Resistant" means splash-proof to rain etc, while "Water Proof" means you can take it underwater. In other words, DO NOT put this watch underwater!

Anyway, here are a few extracts from the many letters we received.

"Come on, SegaPro, stop doing us. The watch from the market is only 60p?"
Lee Upson, Pontefract

"Glug, glug, glug... If there are any *sad* people out there who still want to go and buy this watch, then it is Index number 255-686, price £9.95."
Jonathan MacLellan, Potton

"Nice watch – still going."
Gary Fisher, Sevenoaks

"What is the point of giving away a watch that you know won't work in less than a few days."
Miss L Williams, Kempston

"The watch you gave away on issue six was so good that I threw popswatch in the bin and wore the hard-core digital watch."
Denholm Syme, Edinburgh

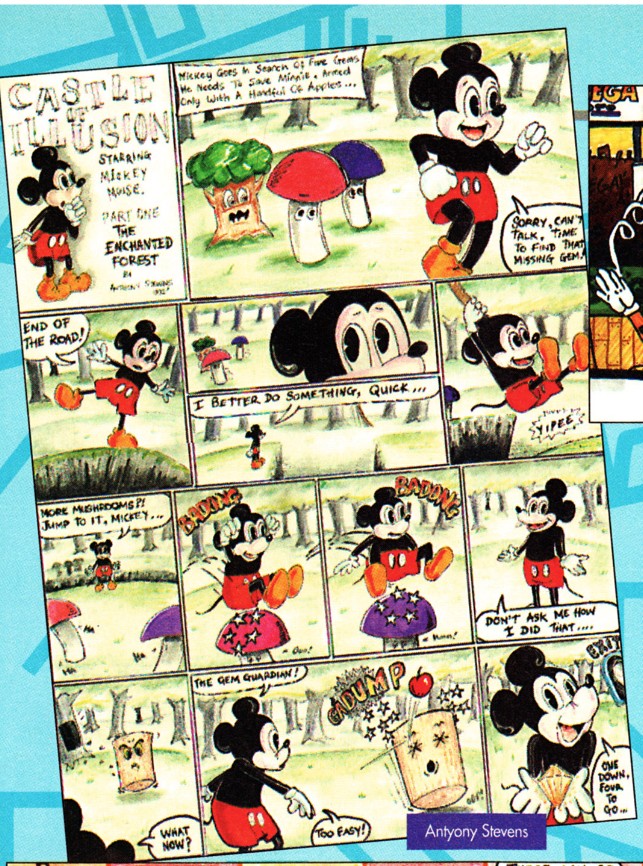
"That watch has about as much street cred as a pair of platform shoes... Mine's in the bin."
James O'Connell, Horley

"First the strap came off... Then I went swimming for two minutes and my watch got busted. My brother got the watch as well, and the clip on one end broke."
Jessica Bull, London

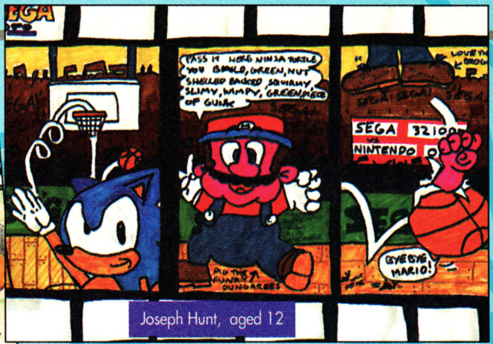
"Thanks for the free watch with issue six. It has now taken pride of place, stuck to my VDU at work. After all, I didn't want to risk such a valuable and aesthetically pleasing item whilst washing up."
Mr J Clark, Edinburgh

"Keep printing your mag, but for Godsake, leave the price down and forget the crap prezzies."
A Smith, Barnet

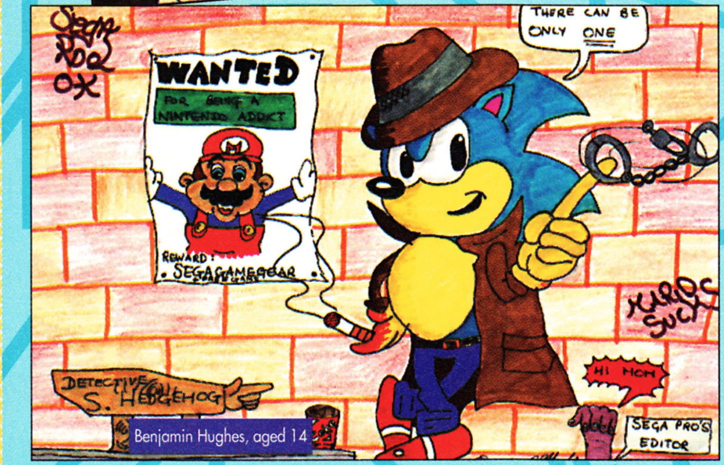
"The watch was good for the half hour it lasted, and I hope to see more classic gifts in the future."
Captain Wheatgerm (and Quincy the Wondersheep), Stockport


CASTLE OF ILLUSION
STARRING MICKEY MOUSE.
PART ONE
THE ENCHANTED FOREST
BY ANTHONY STEVENS 1992
Mickey Goes In Search Of Five Gems He Needs To Save Minnie. Armed Only With A Handful Of Apples...
SORRY, CAN'T TALK, TIME TO FIND THAT MISSING GEM!
END OF THE ROAD!
I BETTER DO SOMETHING, QUICK...
YIPEE
MORE MUSHROOMS?! JUMP TO IT, MICKEY...
BADONG
BADONG
HA
HA
HA
OUCH!
DON'T ASK ME HOW I DID THAT....
THE GEM GUARDIAN!
CADUMP
WHAT NOW?
TOO EASY!
ONE DOWN, FOUR TO GO...

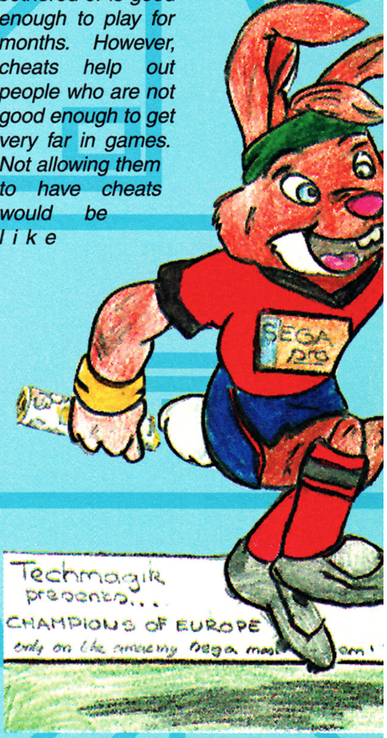
Antyony Stevens


SEGA
PASS IT HERE NINJA TURTLE YOU BALD, GREEN, NUT SHELLED BACKED SQUIRMY, SLIMY, WIMPY, GREEN PIECE OF GUNK
DIG THE FUNKY DUNGAREES
SEGA! SEGA! SEGA!
SEGA 321000
VS
NINTENDO 0
LOVE THE BROGUES
BYEBYE MARIO!

Joseph Hunt, aged 12


Sega Pro OK
WANTED
FOR BEING A NINTENDO ADDICT
REWARD:
SEGA GAMEGEAR
THERE CAN BE ONLY ONE
MARIO SUCKS
HI MOM
DETECTIVE S. HEDGEHOG
SEGA PRO'S EDITOR

Benjamin Hughes, aged 14


SEGA PRO
Techmagik presents...
CHAMPIONS OF EUROPE
only on the amazing Sega mast

entertainment.

If you want a gory game, try something like Last Battle where the heads explode (only on the Japanese version!), or The Immortal. For an intellectual challenge, try Star Control or Where in Time is Carmen Sandiego?

SAD, BUT TRUE

Dear ProTest

This is about all of the letters from girls you get just saying something like, "why don't you print any girls' letters?". Well I think I can answer that. It's because your letters are so bloody boring. They don't say anything about games or interesting subjects, just about why no girls' letters are printed. So, girls, if you write in, write something interesting.

Daniel "annoyed boy" Wells, Southampton

It's true that when most girls write in they always seem to mention the fact that they are a girl, but it's probably because they are so persecuted by boys that they feel this necessary. So instead of giving them a hard time, encourage them to get involved.

(Incidentally, we get around 40% rubbish letters from blokes, and 20% from girls – but only around 5% of the mail bag comes from girls.)

SCROUNGER

Dear SegaPro

Please could I have a T-shirt because I am very poor and cold, and I know you wouldn't say no to a Mega Drive owner.

Salvatore Culora, Enfield

Wanna bet? (Anyway, if you're so poor, you shouldn't have wasted your money on a Mega Drive in the first place.)

CHEATS NEVER PROSPER

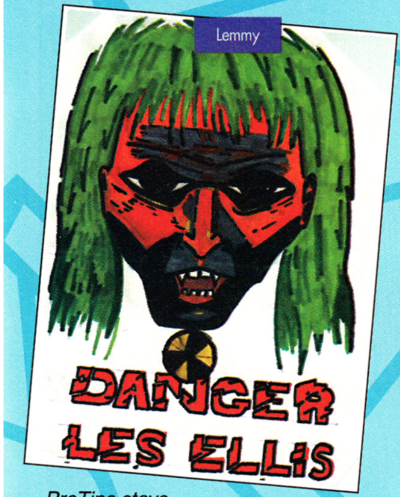
Dear ProTest

I think printing cheats for Segas is a bad thing for Sega owners because things like level selects, passwords and infinite lives spoil a game, making it easier. This makes the game a waste of money, especially when carts cost £30. Printing cheats makes their lastability less and in the long-run, the player's enjoyment less. Why don't you print a warning or something in the cheats, telling people about this hazard.

Kieran Evans, Cardiff

Cheats obviously damage the long-term appeal of a game, if the player can be bothered or is good enough to play for months. However, cheats help out people who are not good enough to get very far in games. Not allowing them to have cheats would be like restricting them to only see a small portion of a game they have paid £30 for. Cheats also give a new lease of life to games if they haven't been played for ages.

Next to every cheat in ProTips, we say exactly what it does. If you don't like the cheats, you don't have to use them. ProTips is the second most popular section in SegaPro, and until that changes dramatically,



Lemmy

ProTips stays.

MAT THE SPACK!

Dear ProTest

In SEGAPRO#5, you called Malcolm Walton of Witney a "spaz" because he accused you of giving him the wrong idea about the Mega Drive expansion port, when actually you gave him the right idea about it.

So Malcolm made a mistake – so what? It is extremely childish to call him a "spaz". My mother helps children which you would call "spaz" children. I am disgusted and I never intend buying your magazine again.

Matthew Mills, Gloucester

PS: I require you to send me a reply letter.

PPS: I require you to send a letter to Malcolm saying sorry for calling him a "spaz".

SEGA
pro
every month

Robb Welch

What's the matter with you? Can't you take a joke?

Malcolm's original letter to us was completely out of order, because, as we have recently discovered (thanks to loyal readers like N Coulthurst), it was actually another Sega magazine that gave Malcolm the appallingly inaccurate information regarding the expansion port. And for Malcolm to blame us for something we didn't do surely allows us to defend our position.

Why should we write a letter to Malcolm apologising for calling him a spaz, he never sent us a letter apologising for accusing us of something we didn't do.

CALLING MEGA-CD USERS

Yo SEGAPRO!

I run a Mega-CD User Group and am looking for new members, as there are only three at present. We do all the usual user group stuff, like swap games with each other, write, phone, etc. If enough people join, it could get much better. There are no strings, we just want to hear from anybody who is wanting a bit more from their super-console.

Andy Bartlett
27 Hawkers Lane
Wells
Somerset
BA5 3JJ
Tel: (0749) 672083

If you've got a Mega-CD, why not contact Andy. What have you got to lose?

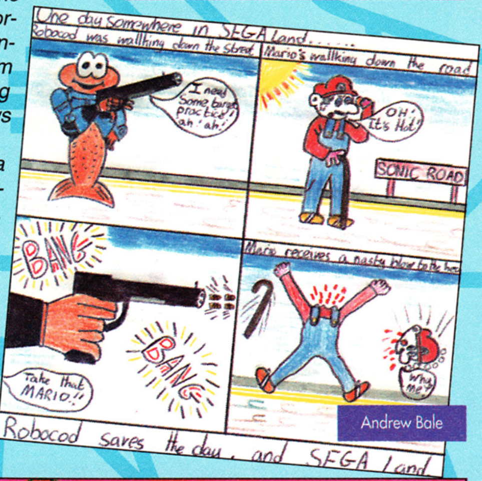
EXIT COMPO

We received quite a range of entries for SEGAPRO#6's Exit competition, from the clever to the downright disgusting (as always). If you remember, the phrase went like something this:

Two old women were walking down Walthamstow high street when they tripped over a Game Gear that someone had dropped. The first woman put down her bag of vegetables, picked up the GG and said:

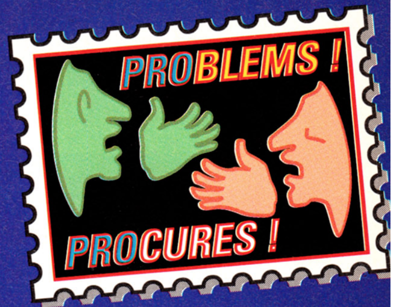
"In my day, horses had four legs, a head and a tail!"

... was the winning entry from **Michael Holloway** in High Wycombe. He wins himself a cart for his console. If you fancy your chances at the Exit compo, turn to the Contents pages now, and look at the bottom-left of the page.


One day somewhere in SEGA Land.....
Robocod was wallking down the Street
I need Some target practice! ah 'ah!
Mario's wallking down the road
OH! It's Hot!
SONIC ROAD
BANG
BANG
Take that MARIO.!!
Mario receives a nasty blow to the
Why me?
Robocod saves the day, and SEGA Land

Andrew Bale

Paul Heaney, aged 16


PROBLEMS !
PROCURES !

Europe, but wants to know if it's worthwhile. Well, Les has seen them both and even though he thinks *Champions* is the better game, reckons that the games are so close in the type of content, that it's not worth buying both.

A dubiously named **Jake Ellwood** thinks us "Pros are going mad"! Last issue we accidentally put a picture of *Pit-Fighter* next to the *Two Crude Dudes* bit in ProPick. Yeah, we're sorry, blame Dave.

Two convertor queries now. **Gregor Myles** has been advised that the Master Gear convertor will only work on the Japanese Game Gear. This is, of course, totally wrong! Like all Game Gear games, the Master Gear will work on any Game Gear, even British ones. Buy one with confidence.

Colin Millard and **James Nicholls** appreciate that you can't run Mega Drive games on a Master System, but wonder why you can't run GG games. The reason is that the Game Gear's insides are an upgrade on the MS, with a better sound chip and different screen display. Sega's policy is to, where physically possible, make new machines compatible with old ones, but as they can't foresee what they're going to make, it can't be vice-versa.

Football games seem to be all the rage at the moment. **David Frances, Barnaby Thompson** and **Kevin Heany** all want to know about forthcoming Mega Drive games. Let's start with what's out. At the moment you can get hold of the old Sega attempt, *World Cup Italia 90* (good, but dated), and *Tecmo World Cup 92* (SegaPro#5, 69%). The latest Mega Drive game we've seen is *European Club Soccer* (reviewed on p60), previously known as *Manchester United Europe*, which is probably the best game yet. However, none of these games looks anything like the immortal *Kick Off*, which we are told will appear on the Mega Drive soon, although no-one knows who's programming it and when it's coming out. (We'd guess, in September from US Gold.)

For all those people out there who want to know the price of the Wonder Mega... In Japan they are going for around £330. Prices over here should be around £450. Don't forget, you are getting a Mega Drive AND Mega-CD in one unit, so that's not bad value for money.

Finally, to answer the thousands of people who want to know when *Sonic 2* is coming out for sure – we don't know. We can only hazard a guess based on the information we have received. It was rumoured to be coming out around July 1992, but latest whispers have indicated that it may not be out now till Christmas or even early next year. The only advice we can give you is, get SEGAPRO every month for the ProNews because we print every bit of information we have on it as soon as we find it out.

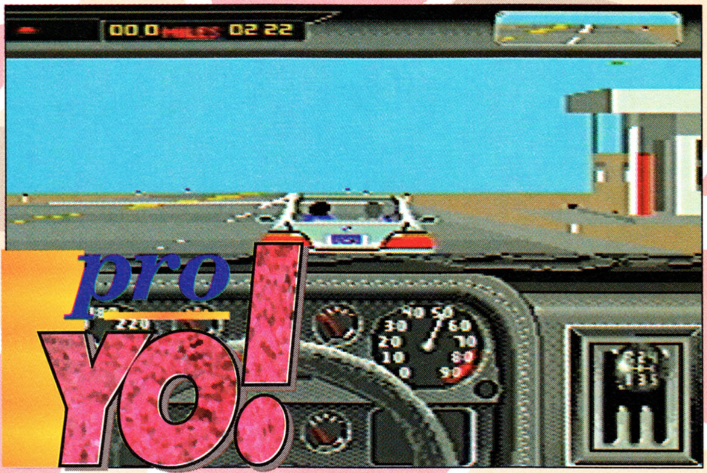
Till next month, keep those problems flooding in...

You can send you any Sega questions to ProBlems and ProCures, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8LH. Sadly, no personal replies are possible, but we do try to answer the most popular and interesting in each issue.

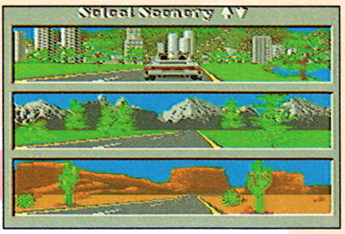
MEGA DRIVE

It's a well-known fact that Trowbridge, the home of the SegaPros, is the boy-racer capital of England. The police in our grubby town even stopped poor old Damian the other night, confusing his car with the other Escorts of the Kevins and Dougs of the streets. With Trowbridge having such an "active" night-life, every member of the SegaPro team must try to weave through the grand prix circuit to their homes in the evening. In fact, getting to the office in the morning is just practise for games like *Super Monaco GP, Hard Drivin'* and *Turbo Out Run.*

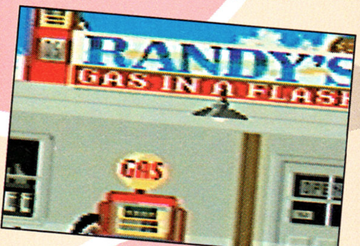
The latest racer to join the clan is *The Duel: Test Drive 2.* The originally debuted on the Amiga to great acclaim in 1989. So buckle up and grab a ticket to ride...



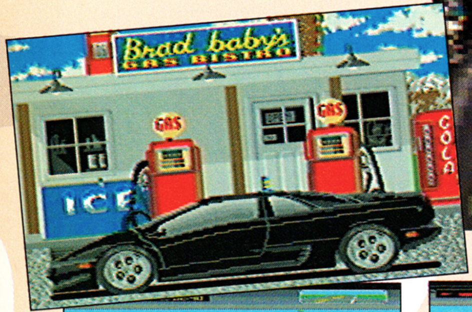
This is what you get for playing the Dukes of Hazard and chasing parked cars. This is the gas station, make sure you pull in nice and close to the building otherwise the gas won't reach. On your first few games you'll probably shoot straight past it so get ready to slam on those brakes – this picture demonstrates the other way of stopping.

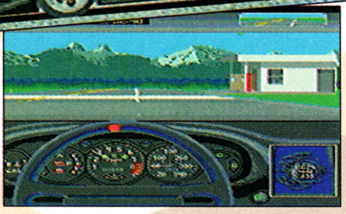


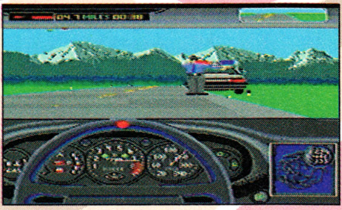
Choose your racing scenery: will you be a city slicker (or boy racer as they're known around here), a country bumpkin or a full blown beach bum?



The Duel
TEST DRIVE II





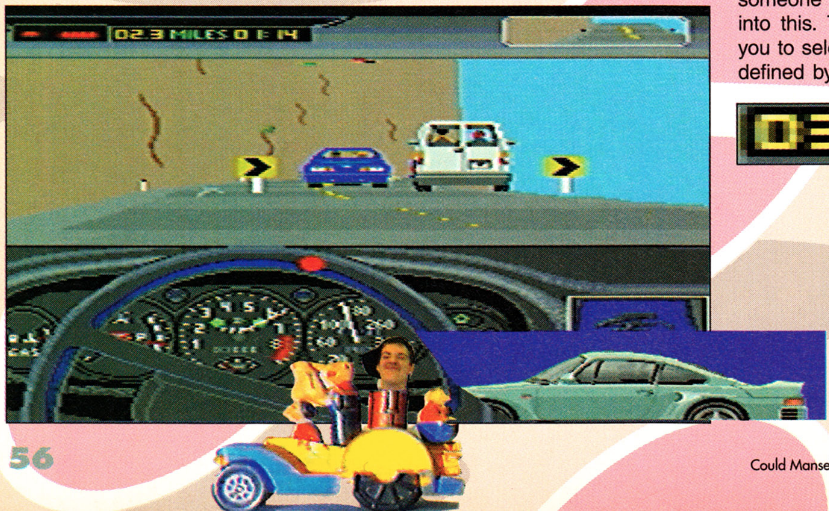


The screech of tyres and the roar of an engine announces the arrival of *The Duel: Test Drive 2.* This game is unlike any other you may have played on the Mega Drive. The only thing that comes close is *Hard Drivin'.*

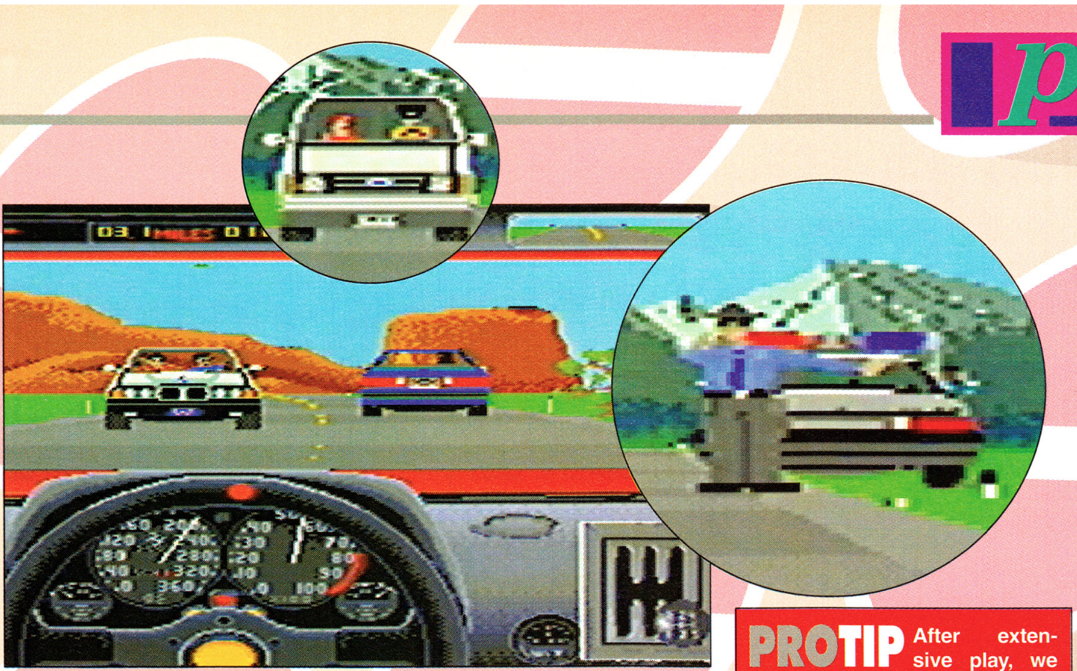
The title screen is your typical highly polished Ballistic presentation; someone has really put some effort into this. The options screen allows you to select your skill level, which is defined by various levels of progression from automatic transmission to manual. Accelerate, brake, change gear, etc can then be assigned to specific buttons, and finally you can choose from three adrenalin-pumping tunes to accompany your drive.

You then get the fun part, the chance to choose which of the luxury sports cars you wish to drive. Each is beautifully pictured, with their performance statistics alongside. After choosing your opponent's car from the same Porsche, Lamborghini or Ferrari, you can opt for one of the

03.9 MILES 00:57



Could Mansell finally win the championship this year?



Doesn't that always happen. Pull out to overtake this crummy blue thing when an on-coming BMW makes you think twice. Maybe there's enough room to squeeze between but it will take a lot of skill, a little luck and a new pair of underpants.

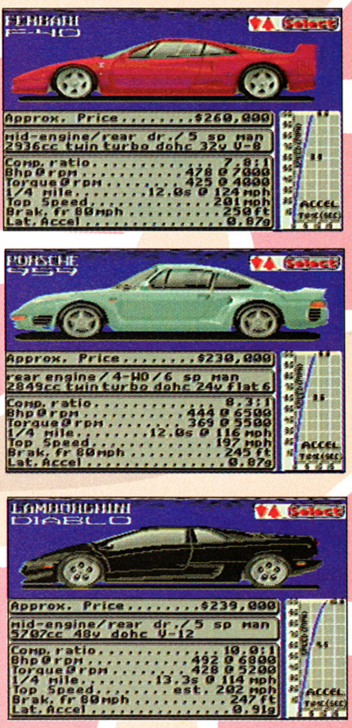
PROFILE

THE DUEL: TD2 ● BALLISTIC ● £34.99 ● OUT JUNE

CART SIZE	8Mbit
PLAYERS	1
STAGES	3
SKILL LEVELS	4
FEATURES	n/a

SUPPLIER
Accolade Europe
Bowling House
Point Pleasure
Wandsworth
London SW18 1PE
✆(081) 8770880

PROTIP After extensive play, we found the Porsche to be the best car to start in. It may not have the looks, but it's got it where it counts, under the hood. While the top speed is not as good as the Lambo or Ferrari, the acceleration it exemplary, and if you ever crash that's what counts.



```
FERRARI
F-40
Approx. Price.........$260,000
mid-engine/rear dr./5 sp man
2936cc twin turbo dohc 32v V-8
Comp.ratio.............. 7.8:1
Bhp@rpm.............478 @ 7000
Torque@rpm..........425 @ 4000
1/4 mile.......12.0s @ 124 mph
Top Speed.............201 mph
Brak.fr 80mph.........250 ft
Lat.Accel...............0.87g
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```
PORSCHE
959
Approx. Price.........$230,000
rear engine/4-WD/6 sp man
2849cc twin turbo dohc 24v flat 6
Comp.ratio.............. 8.3:1
Bhp@rpm.............444 @ 6500
Torque@rpm..........369 @ 5500
1/4 mile.......12.0s @ 116 mph
Top Speed.............197 mph
Brak.fr 80mph.........245 ft
Lat.Accel...............0.87g
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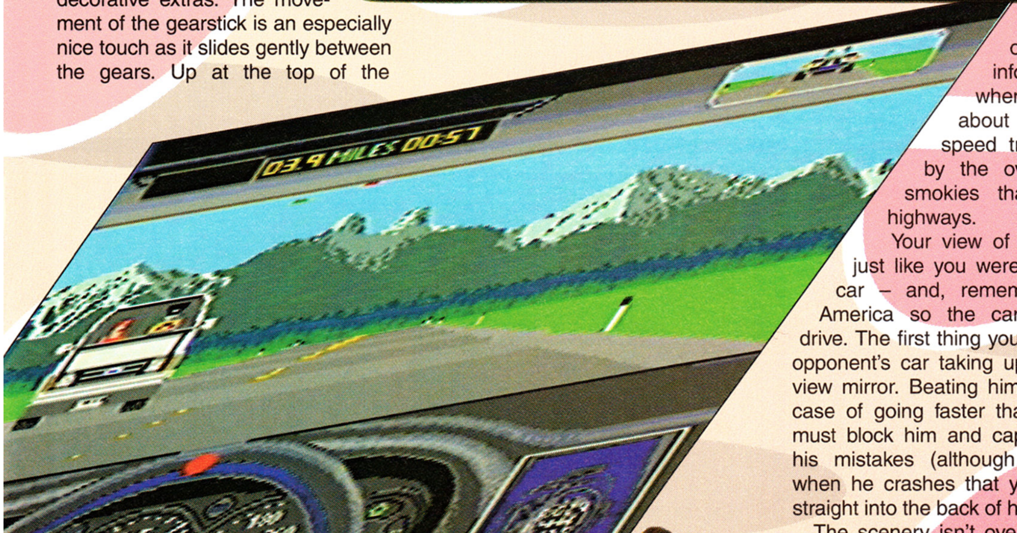
```
LAMBORGHINI
DIABLO
Approx. Price.........$239,000
mid-engine/rear dr./5 sp man
5707cc 48v dohc V-12
Comp.ratio..............10.0:1
Bhp@rpm.............492 @ 6800
Torque@rpm..........428 @ 5200
1/4 mile.......13.3s @ 114 mph
Top Speed........est. 202 mph
Brak.fr 80mph.........247 ft
Lat.Accel...............0.91g
```

Statisticians watch out. It's the old speed against acceleration argument, the Ferrari may be fast but it takes so long to get to that speed that the Porsche runs all over it.

three race areas in California and then, after all that, it's onto the racing.

The graphics in *The Duel* manage to combine both speed and finesse – unusual for a driving game, but *The Duel* seems to pull it off with ease. The cockpit takes up just over half the screen and contains everything you need (speedo, rev counter, etc) plus a few decorative extras. The movement of the gearstick is an especially nice touch as it slides gently between the gears. Up at the top of the screen, by your rear view mirror, is a radar detector – standard issue for American racers. This is definitely not for decoration and informs you when you are about to enter speed traps set up by the over zealous smokies that line the highways.



Your view of the track is just like you were driving the car – and, remember, it's in America so the car's left-hand drive. The first thing you see is your opponent's car taking up your rear-view mirror. Beating him isn't just a case of going faster than him, you must block him and capitalise from his mistakes (although watch out when he crashes that you don't go straight into the back of him!).

The scenery isn't overly complex, but it has its fair share of obstacles like trees, tunnels, bridges, cliffs, etc. You don't get much time to admire the scenery though, because zooming down the road at 200kph and coming across an unexpected corner is usually not beneficial to your car's bodywork.

Just keeping your car on the track is difficult enough, but when you start to encounter other road users, things can get very hairy. The other vehicles are detailed enough to be recognisable, ranging from kids in transit vans to yuppies in BMWs. Overtaking these cars is just like real-life. You can't just pull out and zoom past them. Quite often you'll swing the car out to find a BMW boy-racing towards you, so you'll either have to duck in and

Could Damian ever drive th[illegible]hout being stopped?

Watch out behind you in the rear view mirror.

wait or move out onto the grass to avoid it. It's not just a case of squeezing between them because the road is constantly changing from two up to four lanes.

Above all, you actually feel like you're in the car, zooming along the country lanes, hillside cliffs or beach boulevards. As I sped into corners, I actually felt myself swaying from one side to the other unlike any other driving game – even *Hard Drivin'*.

The three pieces of driving music in *The Duel* would grace any car CD player. Each suits a certain style of driving: Cruisin' for posers, Open Road for a country jaunt with little traffic and Dream Drive for speed freaks. All the time, the constant roar of your engine reminds you of your speed. Occasionally the radar beeps, and if you have a meeting with a tree the crunch is quite realistic. Lastly, the dastardly cops have a scary siren that rings through the country air with frightening realism.

The Duel is not easy to complete by any standards, but it does have an encouraging learning curve. Familiarising yourself with the handling characteristics of each car is fun and enhances the realism. The only other road-based racing game like this is *Hard Drivin'*, and while that does play extremely well, it lacks many of the visuals and variation that *The Duel* possesses. Above all, this game is packed with loads to do. The courses are long, there are more than your fair share of hazards and three super sports cars to choose from.

After giving all the popular racing games another airing while reviewing *The Duel*, I have no hesitation in recommending this to anyone. It is quite simply the most comprehensive racing game on the market to date.

● **Les "Micra" Ellis**

YOU DRIVE ME CRAZY

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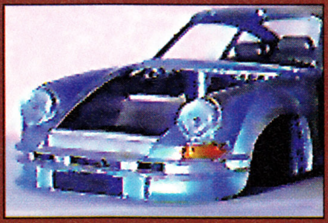
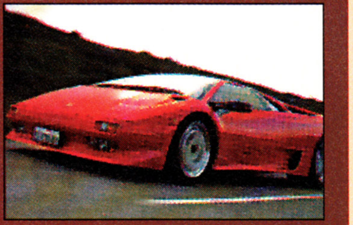
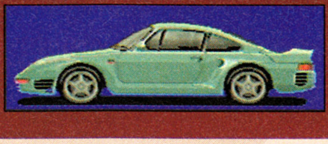
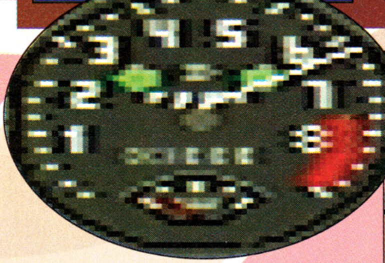


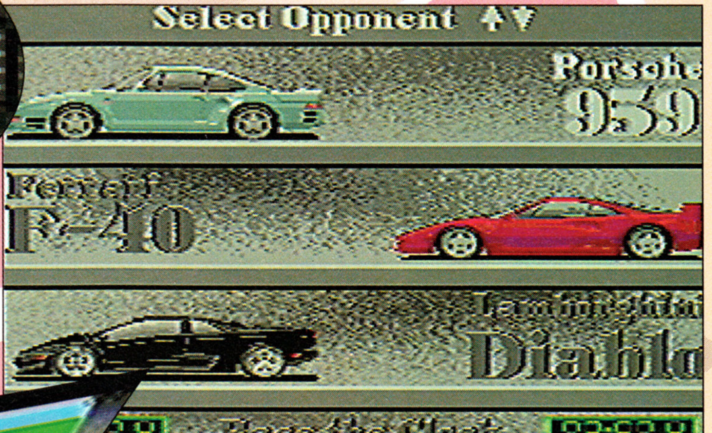
● Sadly Damian's 959 was in the garage at time of going to press, so pictured above is a Porsche 911 we found in Trowbridge.

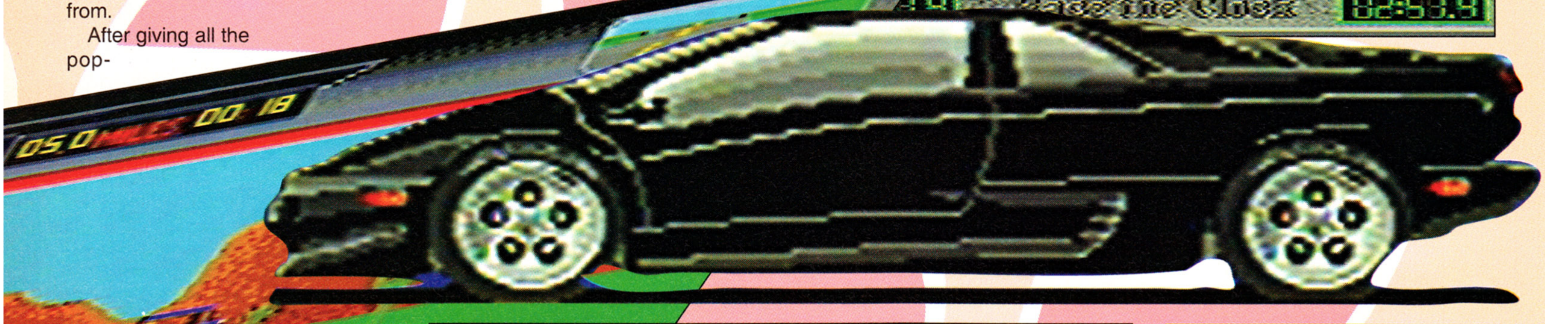


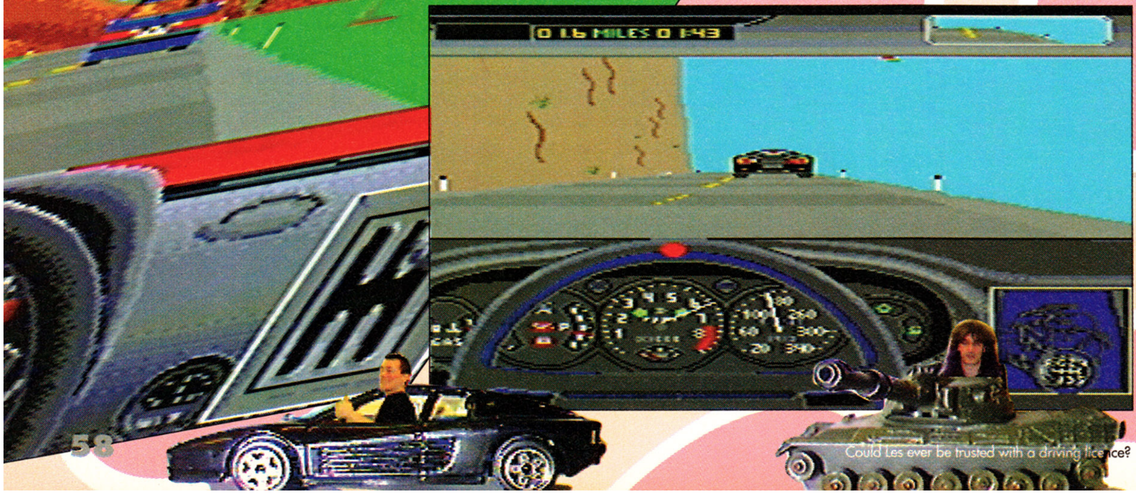
● With a top speed of 205mph, 0-60 of around four seconds and a price tag of only £155,933, this is the bargain of the three.











Could Les ever be trusted with a driving licence?

GRAPHICS 91
▲ Brilliant intro screens; bright and colourful.
▲ Excellent combination of detail and speed.

SOUND 85
▲ Three original, heart-pounding tracks.
▲ A handful of realistic effects.

GAMEPLAY 93
▲ Feels just like the real thing.
▲ Vast array of realistic obstacles.

CHALLENGE 90
▲ Progressively difficult, long winding tracks.
▲ Traffic flow constantly changing.

The right game at the right price, don't miss *The Duel*.

PROSCORE 90

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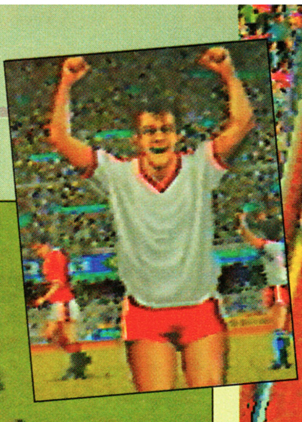
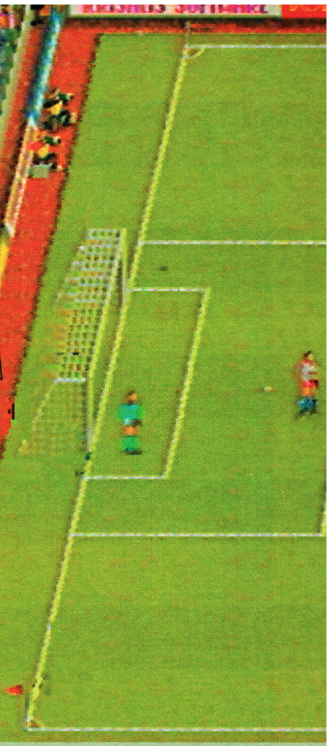
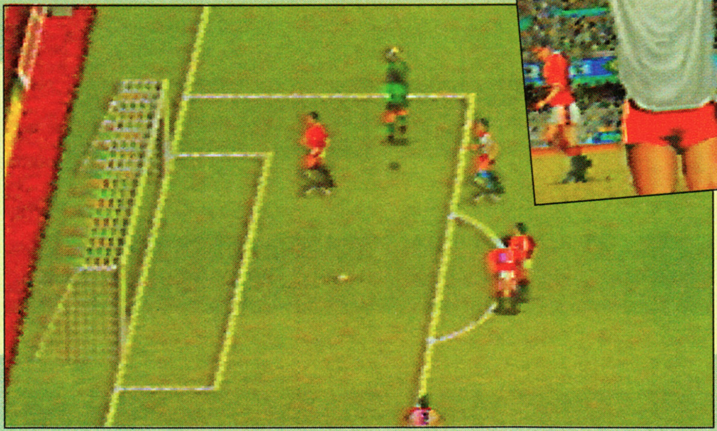






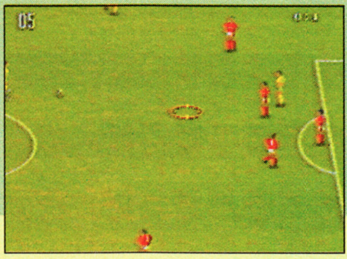
With the advent of the latest UEFA cup challenge, there's been an absolute surfeit of soccer games appearing on all formats, especially the Master System. But if you Mega Drive owners can't wait for your promised version of *Super Kick Off* (which still has no release date scheduled!), and if you resisted the temptation to buy *Tecmo World Cup 92* (SegaPro#5, 69%), Mega Drive newcomers Virgin could have just the thing in *Euro Club Soccer*.

Featuring over 170 European clubs (including some you'll have never heard of), you'll never be short of opponents as you compete in a series of challenging knock-out rounds before proceeding to the final.

Up to eight players can compete in the cup – both against human and computer rivals – for the chance of winning this most prestigious of club football trophies, the European Cup!

Being programmed by Krisalis for Virgin, *European Club Soccer* is effectively a Sega version of the chart-topping (for months!) *Manchester United Europe*.

Featuring a completely different style of footy from *Champions of Europe*, *Euro Club* is viewed side-on and scrolls horizontally back and forth with the play, as opposed to the alternative up and down method. Neither are new styles of camera work, with *Champs of Europe* emulating *Kick Off*, and *Euro Club* following the Tecmo variation, *World Cup Soccer*. In fact this sort of view goes all the way back to *International Soccer* on the Commodore 64.



Above: free kicks are executed in an interesting way. A cursor is shifted to the area that you wish the ball to go. The press of a button completes the move.

IP DES
ENGLAND
NORWICH
SELECT

Before I start, I must confess my deep love for *Kick Off* and all its quirks and idiosyncrasies, and therefore my bias against such styles of play as this.

Saying that, though, I found *Euro Club* to be rather an easy game to like, with its bold colours and spiffing player animation.

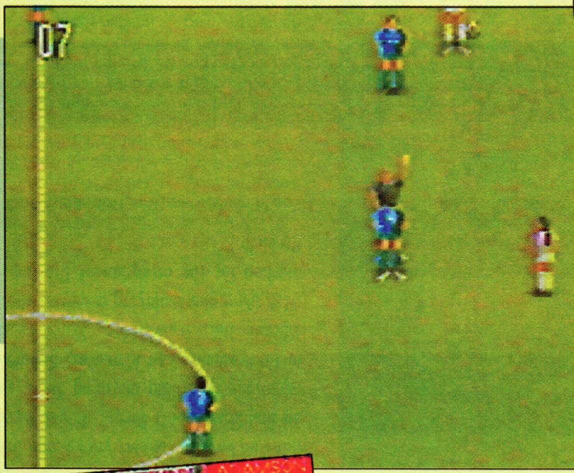
There are two methods of play (simulation and arcade) and up to eight players can join in the fun. Team strips are fully alterable (shirt, shorts, socks and trim can be coloured in the most garish Day-Glo hue you can find), and the six varied control methods ensure that us ham-fisted players still have a fair chance!

Three levels of play are available and range in difficulty, and the match length can be anything from four to 90 minutes real-time, during which a selection of tunes play from a bank of 18 sporting ditties. Sound FX are good but few; the ref. shouts "kick off" and blows his whistle, the ball makes a nice dull thud on being booted, and that's about it!

The boldly coloured title screen precedes the main action, which is played on a lovingly mown-and-rollered pitch. All of the players are named as they jog onscreen, and these names are true to the real-life team which you have chosen. The ref and his linesmen are next, and the game commences. The guy in black is rather harsh in my opinion, doling out yellow and red cards seemingly willy-nilly, but, in fairness, with no bias towards either team.

Players currently under your control are highlighted by a cross at their feet, and have a limited range of movements which comprise a kick, slide, lob and pass. Shot-power is relative to the length of time you hold down the kick button, and ranges from a pathetically weak dribble to a

PROTIP To beat the almost super-human keeper, pass the ball around inside the goal area. This'll bring him off his line, making a goal much easier.



Above: foul, ref! Only a yellow card after that particularly evil hack? Are you blind, mate? Next time it'll be a red, so watch those high tackles, okay?

KRISALIS SOFTWARE

Liverpool wipe the floor with Ajax.

PROFILE

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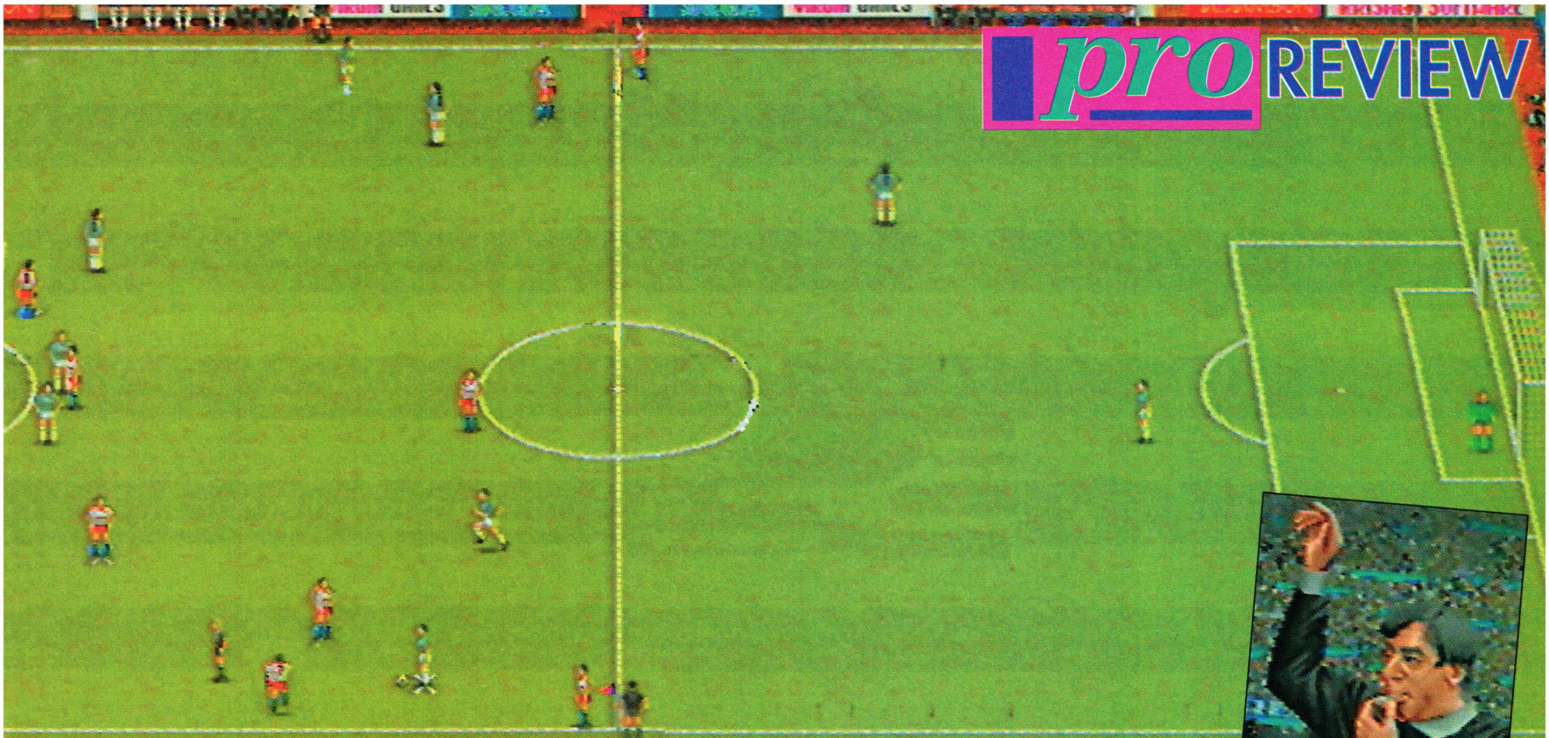
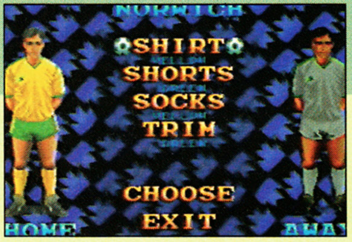
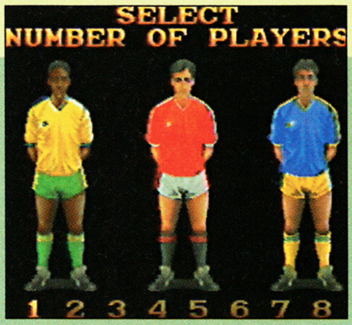




Above: this is where your team acquires the wackiest strip you can think of. Colour co-ordination is not the order of the day, but beware of both teams wearing the same colour!

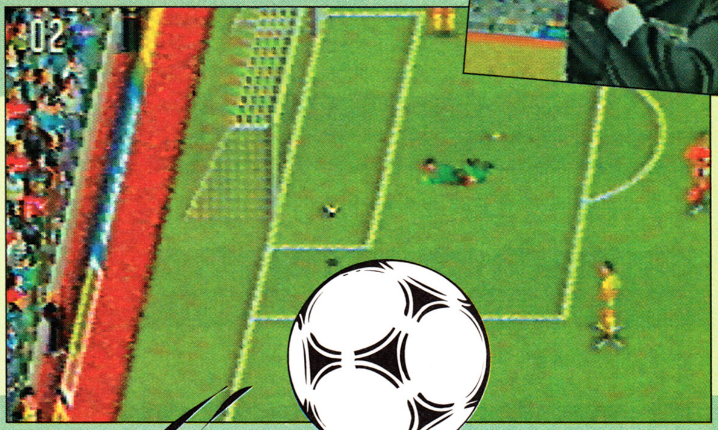


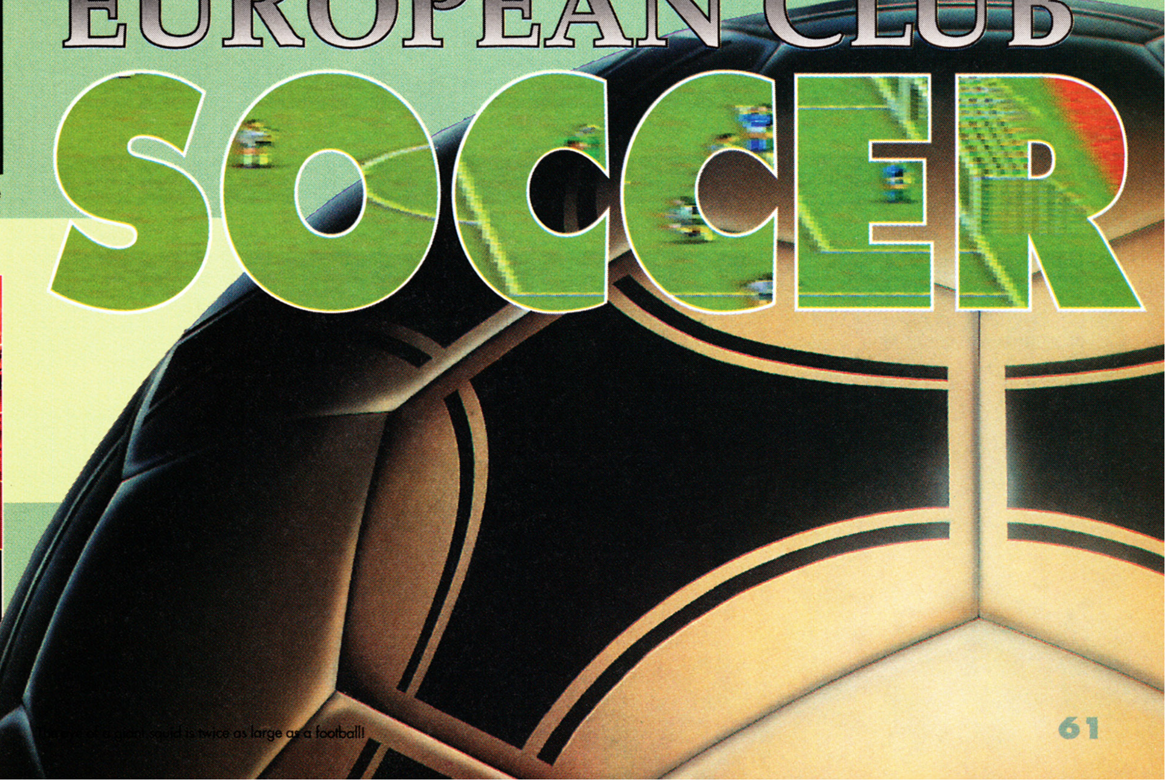
Above: a staggering eight players can compete (sadly not simultaneously, though!) in the championship, so rivalry is high!

powerful rocket shot almost guaranteed to take the ball to the back of the net! The goalie has other ideas though, and is a real star (his diving saves coming out of nowhere!).

Playability is a must in sports sims, and although not having the largest selection of moves, controlling a player is easy and fun. It's far superior to its most similar game, *Tecmo World Cup 92*, but can hardly stand up against the definitive *Kick Off*. If you're not a fan of *Kick Off*, though, this could well be the soccer game for you; it's a pleasant, professionally-finished product.

● James "Kevin" Scullion





GRAPHICS 88
- ▲ Superbly animated and coloured players.
- ▲ Tasty mid- and end-game statics.

SOUND 71
- ▲ The one referee sample is nice.
- ▼ But the music during the match is unnecessary.

GAMEPLAY 80
- ▲ Easy to get into, easy to play.
- ▼ Few management tactics to tax your brain.

CHALLENGE 81
- ▲ That goalie is rock!
- ▼ But one shot will beat him every time.

A well-executed addition to the ever-growing list of soccer sims.

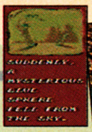
PROSCORE 82

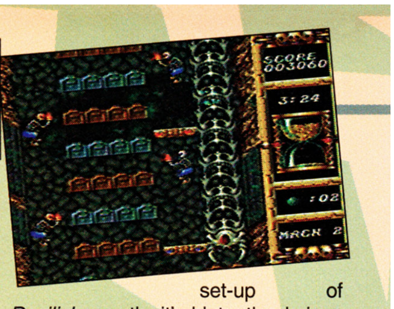
The eye of a giant squid is twice as large as a football!

THERE WAS A PRINCE & A PRINCESS LIVING HAPPILY IN A KINGDOM

BUT THERE WAS A JEALOUS DEVIL FROM THE DARK WORLD, NAMED "Y".

"Y" TURNED THE PRINCE & PRINCESS INTO TWO STONE PADDLES.

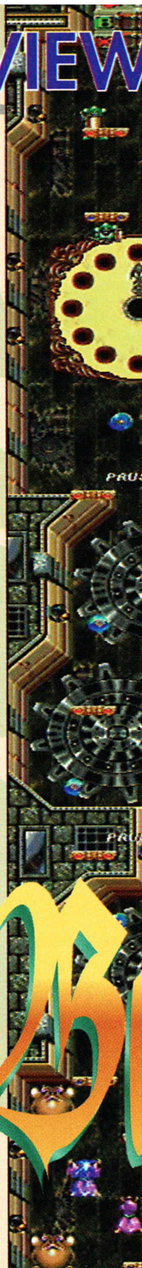

SUDDENLY, A MYSTERIOUS BLUE SPHERE FELL FROM THE SKY.

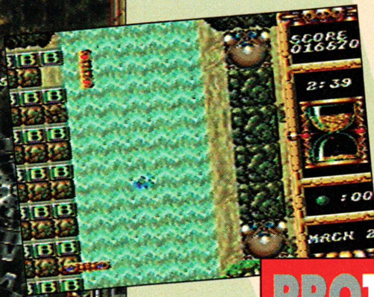


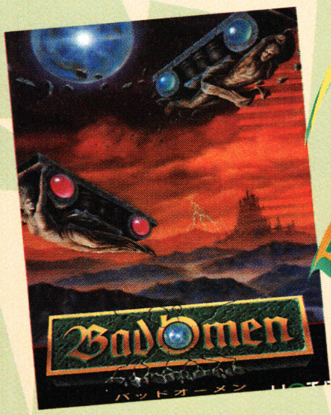
Bad Omen

Once upon a time there was a beautiful princess and a handsome prince… Yeuch! Well, that's the storyline, and that's the way it's got to be told! Anyway, these 'ere two royals were captured by an evil Demon, menacingly named Y (why?). Being anti-monarchist, he turns the two of them into stone paddles (he should definitely meet Fergie!).

Luckily for the two of them, an alien in the shape of a blue orb has come to their aid. If they can bounce him/her/it through all the levels, they may be able to force the Demon to return them to their previous human form. Then again, they may not.







Game Gear owners will instantly recognise *Bad Omen* as a previously released hand-held title. On the GG format, it was called *Devilish*, and, rather strangely, had more options, such as paddle configuration.

Bad Omen is a vertically- and horizontally-scrolling *Break-Out* variant. Innovations to the theme include 3-D perspective, level guardians, and bonuses to collect. While *Bad Omen* doesn't duplicate the screen set-up of *Devilish* exactly, it's blatantly obvious that this is the same game, with a few minor changes.

A couple of nice intro screens surround the storyline which leads you into the game. Each level, of which there are seven, must be completed within a time limit, otherwise a life is lost. The only other way to die is when the ball falls below the lowest of the two paddles.

The levels have well-crafted backdrops. The second, for example, is a clock tower. Behind the massive cogs which your ball must traverse lies a Swiss clockmaker's dream. Miniature mechanics tick constantly as if to enhance the fact that your time is limited. Sprites are nicely coloured and fairly animate; my particular favourite being the toad that swallows the orb for a few seconds, regurgitating it like a fly he just didn't like the taste of!

A new feature is the ability for two players to team-up and play together against the evil one. Obviously more fun than playing solo, which is itself enjoyable enough.

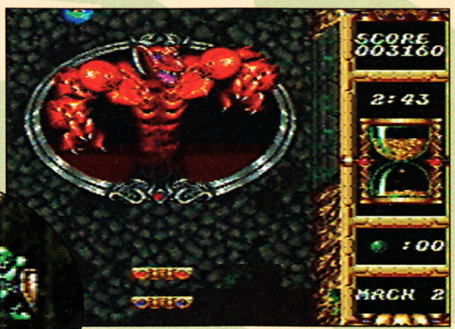
The guardians vary enormously. A red devil is followed by a huge clock face, and next comes a tree-person who spits seeds which subsequently grow into smaller, and more annoying, versions of himself!

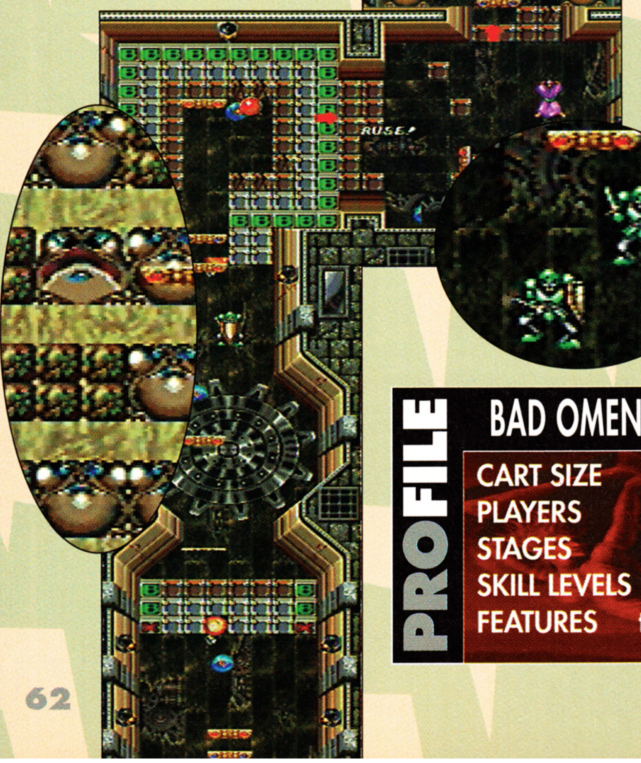
The in-game music complements the urgency of the game, being an up-tempo techno beat. Sound effects are also cool, from the zipper noise to the menacing Thriller-style graveyard sounds.

When it comes to the crunch, though, *Bad Omen* is a touch too easy for a Mega Drive game, suiting the Game Gear rather more. A snazzy *Break-Out* game with plenty of variety, but just not enough challenge.

● **James "Batty" Scullion**

PROTIP Beware of the bonuses marked "X". These make your forward bat insubstantial, allowing the ball to pass straight through it.





A creature from your worst nightmare awaits you at the end of each level. Clever positioning of the bats (unlike here) will make the multiple hits that much quicker, so you stand less chance of dying. At least you have plenty of time left to do it the hard way.

PROFILE

BAD OMEN ● HOT B ● £34 ● IMPORT

CART SIZE	4Mbit
PLAYERS	2
STAGES	7
SKILL LEVELS	3
FEATURES	teamplay

SUPPLIER
Console Concepts
The Village
Newcastle-under-Lyme
Staffordshire
ST5 1QB
✆(0782) 712759

GRAPHICS ▲ Plenty of colour and variation. ▼ Not the most defined graphics around.	79
SOUND ▲ Buzzing and banging theme tune. ▲ Zzzzip! Rather unusual effects.	78
GAMEPLAY ▲ Smooth, well-programmed movement. ▼ No enhancements on 8-bit version.	80
CHALLENGE ▲ Just right for younger Pros. ▼ Experienced Pros will probably find it too easy.	70

Playable addition to the ever-growing *Break-Out* collection, but too easy.

PROSCORE 78

Tune in, turn on, break out!

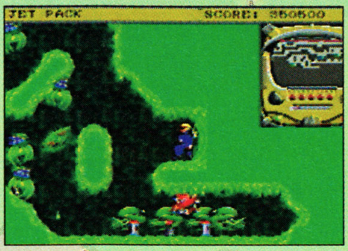
SLIME WORLD

***Slime World* is a conversion of Epyx's innovative two-player Atari Lynx game. It stars a determined young man called Todd.**

Young Todd is an intrepid explorer. He's brave, he's tough, unfortunately he's not too smart. His Mk1 Space Mini Metro (1.1L) has broken down again. This time he's miles away from home and the nearest planet to land on is Slime World.

As its name would suggest, Slime World is nothing but caverns full of slime and slime monsters. Todd has to get through these caverns collecting gems and other useful objects to get back to his ship and repair it.

Who's out to stop him? More like, who isn't! If the monsters don't get you, the slime pits will, and if they don't, the dripping walls will. How can Todd ever escape!



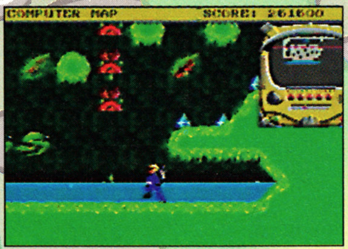
Stand clear and blast away at these aliens, or drop a mega bomb before you go into the room. It's tough but someone has to do it.

This is definitely the greenest game of the year. Not because it is particularly eco-friendly, but because EVERYTHING is coloured green. The levels are green, the aliens are green and even Todd turns green on more than the odd occasion. In fact, the only thing that isn't green is the intro sequence of Todd's ship crashing on the planet. From then on, it's green city.

The onscreen display of the levels is so small they probably couldn't use much colour anyway. The way that only part of the cavern is revealed is a novel approach, but you don't really see enough. The display is 80% green and 20% cavern. It should have been bigger; this is a waste of space.

The sprites on the early levels are small, although there's a lot of detail in their animation and weapons. Later levels reveal some larger aliens which can only be taken out with mega-bombs.

The music is instantly forgettable and, thankfully, can be turned off from the title screen. It's one of those horribly jingly tunes that doesn't really relate to the atmosphere of exploration in a dark cavern. The sound effects are fairly limited, although I must admit the wet squelches as the creatures explode is fun.



If you get covered in slime, you can always take a dip in the nearest pool to wash it off. At least this saves on the slime shields.

When you start playing *Slime World*, there does seem to be a lot to it. After all, with all those items to collect it, it should be fairly deep. It's not. After a while the game just becomes repetitive – run, shoot, pick up, jump, run, shoot, etc. Although the levels are very long, there isn't enough variety in the action or the graphics to make you want to see more.

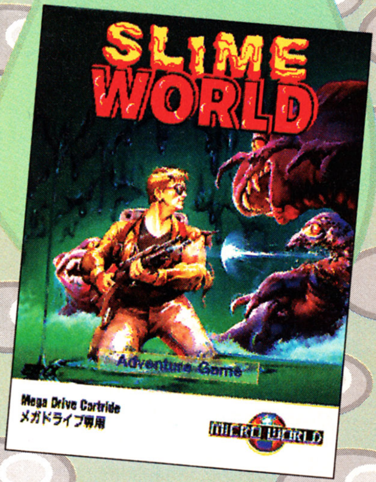
PROTIP

If you enter a room with stacks of aliens in it, just select a mega bomb and throw just as you exit the room. It will kill everything in the room while leaving you safe to explore it at your leisure.

The two-player split screen game is a great option, and should be used whenever possible – two blasters are better than one, after all. Another neat feature allows you to tackle the missions in any order, and a password option means you can pop straight back into the action at any time.

I have played *Slime World* on the Lynx and, although I hate to admit it, I do prefer that version. While this version is no less playable, the graphics and sound just don't come up to scratch.

● Les "Slimer" Ellis



PROFILE

SLIME WORLD ● EPYX ● £34 ● IMPORT

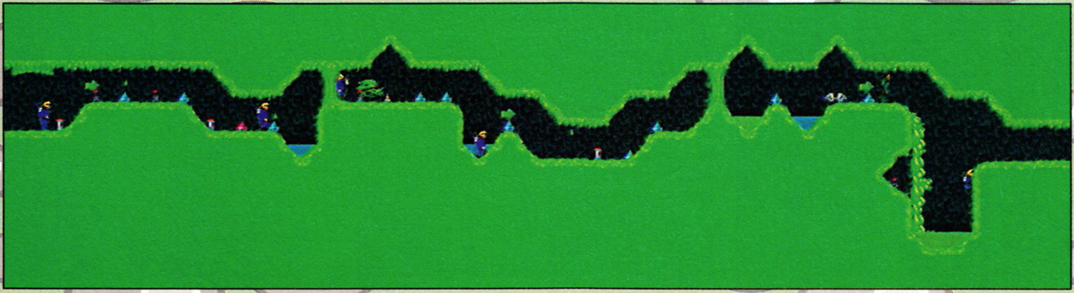
CART SIZE	4Mbit
PLAYERS	2
STAGES	6
SKILL LEVELS	1
FEATURES	teamplay

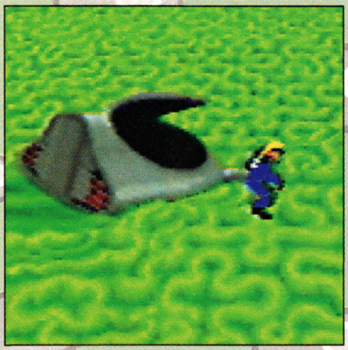
SUPPLIER
Console Concepts
The Village
Newcastle-under-Lyme
Staffordshire
ST5 1QB
✆(0782) 712759

GRAPHICS	▲ Nice intro to the levels. ▼ But just too much green.	59
SOUND	▲ Dig those squelchy effects. ▼ Bury that music for good.	67
GAMEPLAY	▲ Initially addictive, loads of items and blasting. ▼ Too repetitive and gets boring after a while.	71
CHALLENGE	▲ Long levels go all over the place. ▼ The same problems keep cropping up.	70

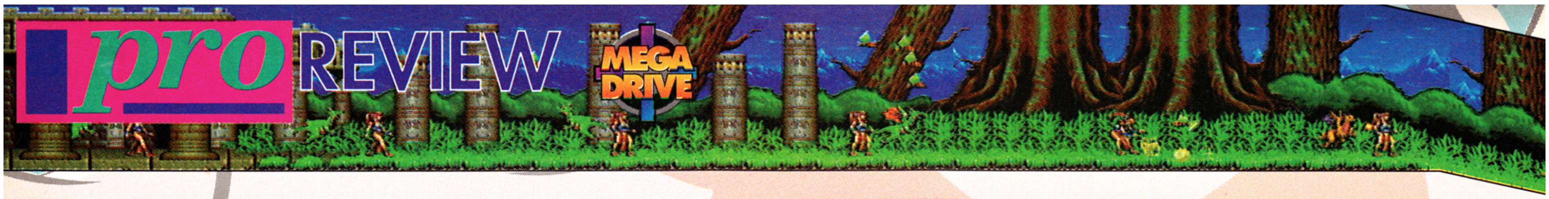
Poor graphics and sound, this ex-Lynx game finds no home on the MD.

PROSCORE 64





He slimed me!



The good Wizard Mage, Dragoon, has been horribly tortured and killed by Baldour, Prince of Evil. His daughter, Alisia, was present at the execution, but being a child was spared the same fate. During his reign of terror, Baldour periodically had to become dormant in order to restore his black magic powers. In this time his accomplice, Ornah, was charged with the protection of the cocoon that held The Dark One, till the metamorphosis into his new incarnation.

While he slept, Alisia grew tall and strong. Becoming wise in her father's arts, she vowed to seek out Ornah and his sleeping master, and to cleanse planet Earth of their presence once and for all. She was a girl determined to succeed in the task at which her father had failed!

GENESIS
SEGA
ALISIA DRAGOON

This buxom young battler was brought to us from *Console Concepts, The Village, Newcastle-under-Lyme, Staffordshire, ST5 1QB. Tel: 0782) 712759.* Their American version comes with a black and white manual which contains a "journey log" allowing you to record your progress.

It's been quite a while since Sega themselves brought out a decent game. Over the past few months, the third-party publishers have been allowed to shine, but now the big boys are back in force with this excellent fantasy shoot-'em-up.

You take the role of an avenging daughter in pursuit of the pond-scum that trashed your magician father. To help you, several friendly monsters are at your disposal, who will gladly give their lives in return for your safety.

Alisia Dragoon is a real joy to play, in all respects. On power-up you are confronted with a scrolling wall, delicately chiselled hieroglyphics covering its surface. The filmic presentation continues as the credits roll, superimposed over the artwork. Into the options, also heiroglyphed, and you are given the two difficulty options and four joypad configurations, for placement of thunder, selecting character and jumping.

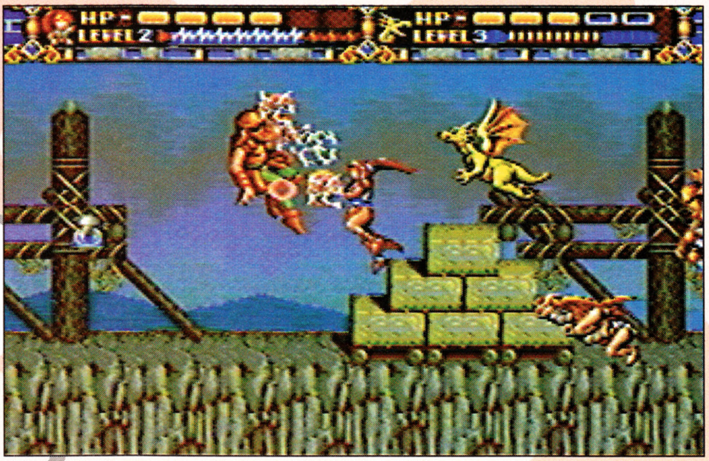
The game starts with the storyline scrolling upwards over a snowy, mountainous backdrop. Next a huge, wonderfully-detailed fairy-like sprite zooms across the screen, Alisia possibly, and then it's into the action.

The backdrops in *Alisia* are excellent; massive redwood trees dominate the skyline, while greenery covers the forest floor. As you and your chosen familiar traverse the deep, dark forest, you are assaulted by all manner of air- and earth-bound gremlins. From flying chimps to killer fungus, from dudes on flying teapots to venus fly traps. All are particularly well-coloured and animated, with a preponderance of green. Level guardians include massive pock-marked mutant heads that spit aliens at you, and hidden underwater, invisible lurking horrors that snap at your legs whilst submerged.

Alisia is a gorgeous redhead with attitude. She move in a no-messin' kind of way which the programmers have taken great care to invoke. The magical laser you possess blasts out in a enemy-seeking arc, frazzling anything that moves. Your friendly neighbourhood monster tails you, and can range from a fire-breathing dragon to a boomerang-throwing sunflower-head. All of them protect your rear but seem rather ineffectual in heavy flak. Still, their intentions are honourable.

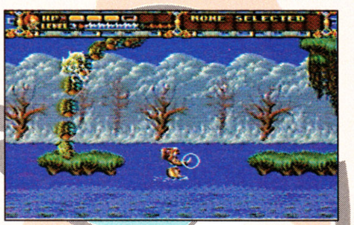
Possibly the most astounding thing about *Alisia* is the amount of music and sound effects. There are 21 kickin' in-game tunes, including Elizabethan waltzes, techno moshes, medieval fripperies and New Age meditationals, all of which add marvellously to the scenario. Sound effects number a staggering 100+ (the largest number I've come across yet!) and range in diversity from alien cats meowing to bongo drums in space. All are loud 'n' proud, and deserve full volume, despite what your neighbours might say!

There are eight gruelling levels to

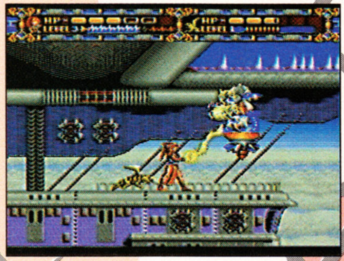


To the far left is a potion which no doubt you'll need. The mid-screen bad guy is a total wimp, one shot seeing him off! Nearest you, to your right, is your familiar one of four to choose from. And right of him, two flying beasts are about to meet their maker!

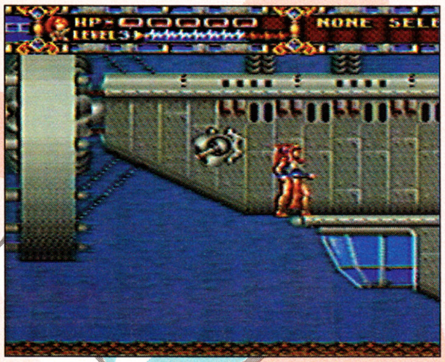
PROTIP **If your joypad has a rapid-fire option, then use it. If not, get hold of one soon. It'll make life a heck of a lot easier. Beware, though, using thunder all the time may mean you haven't got a big burst when you need it.**

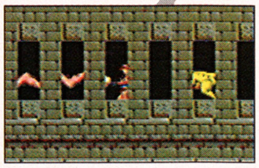


One of the several mid-level guardians you'll come across. These take a phenomenal amount of hits, so keep ducking!



This massive monstrosity you're clambering across just happens to be the level three guardian, and his defences are something to behold!





GRAPHICS 85
- ▲ Plenty of detailed scenery.
- ▲ Colourful sprites galore.

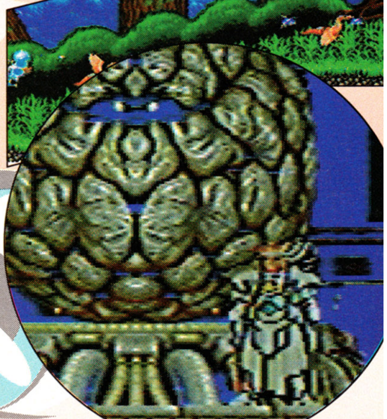
SOUND 92
- ▲ Several excellent in-game ditties.
- ▲ Massive bank of effects.

GAMEPLAY 84
- ▲ Controlling Alisia is easy and fun.
- ▲ Hidden levels add mystery element.

CHALLENGE 85
- ▲ Level guardians take loads of shots.
- ▲ Life energy runs out all too soon.

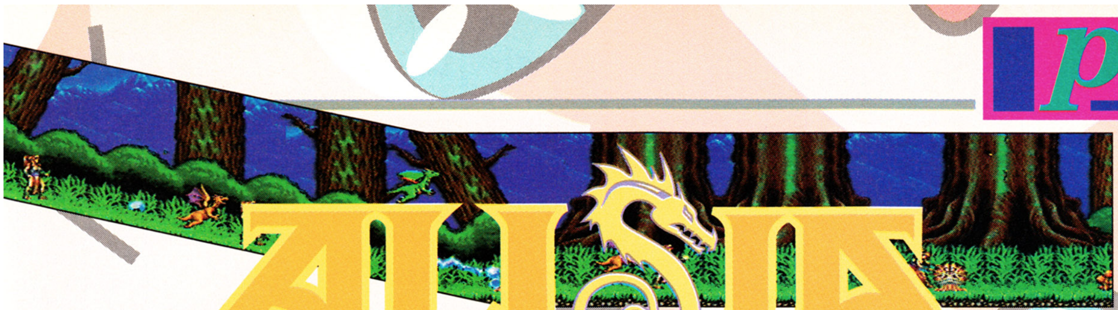
A great combination of quality gameplay and excellent aesthetics.

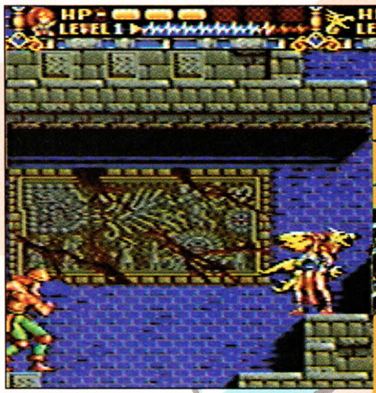
PROSCORE 85



She's tough, she's dangerous...

ALISIA DRAGOON



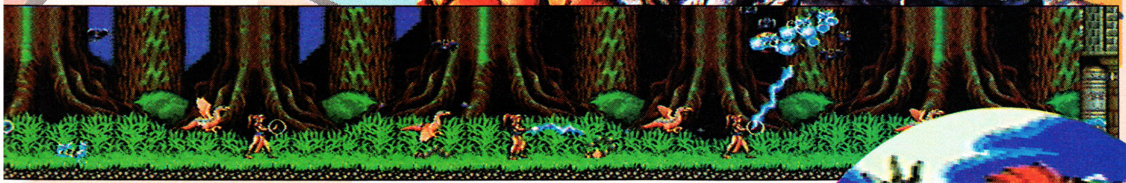


Left: Look out, Alisia! That long-haired ruffian is about to smite you! A quick blast of your lightning will no doubt deter him, so get zapping!

battle your curvaceous way through, and all are extremely playable and professionally programmed, with a wide range of layout of the levels. Hidden areas are to be found all over, but once past them there's no turning back, resulting in a lost power-up. The energy pods are essential to keep both you and your monster alive in these challenging times, and luckily, are plentiful.

Graphically great, musically masterful, particularly playable and delightfully difficult, *Alisia Dragoon* is a welcome addition to the Mega Drive arcade adventure collection.

● James "Dragon-breath" Scullion

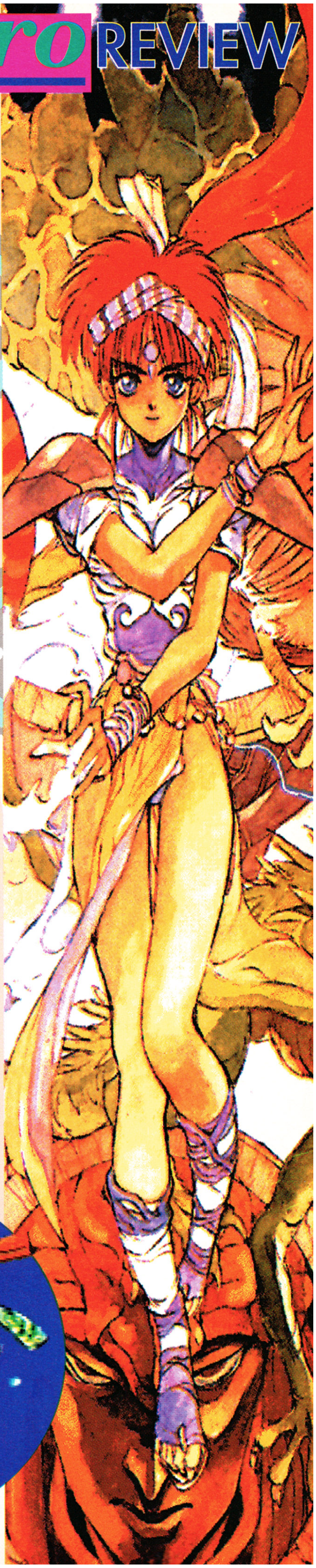


PROFILE

ALISIA DRAGOON ● SEGA ● £39.95 ● OUT NOW

CART SIZE	8Mbit
PLAYERS	1
STAGES	8
SKILL LEVELS	2
FEATURES	n/a

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
✆(071) 7278070



... she's Alisia Dragoon!

Mario Lemieux is one of the top American National Hockey League players, even appearing in a recent NHL all-stars team alongside the great Wayne Gretsky.

His rise to fame started when he was brought in to save the then-ailing Pittsburgh team from relegation. Not only did he do that, but he took them on to the play-offs and now leads one of the most successful ice hockey teams of the Nineties. Mario Lemieux is widely considered to be one of the best all-rounders in his field (or should that be rink?).

It's not surprising, then (especially after the resounding success of *EA Hockey*), that he was chosen to endorse a potentially huge Sega licence! Billed as "Fast and Furious... the ice hockey game you've been waiting for!", it promises ferocious speed and dynamic action. So lace up those blades and hit the ice.

Plenty of colourful pre-game statics greet you on power-up, mainly consisting of digitised shots of Mario in various poses. A high-speed backdrop is superimposed by the menu, which contains a large range of game types, including a couple of sub-games.

By-passing that and into the game proper reveals pre-match hype delivered by the obligatory commentator, a rather dapper chap with a mike whose bulk covers the whole screen.

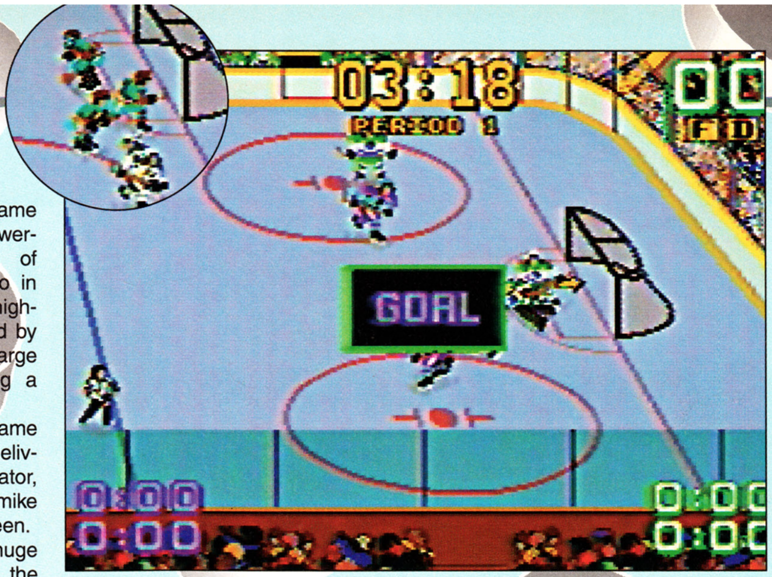
Facing off is represented by a huge inset. The animated ref drops the puck into the centre and the opposing forwards tussle for possession. As soon as the puck is passed back to the rest of the team, the action flips to the main side-on view. A third of the rink is shown onscreen at a time, and the "camera" keeps the puck central, the view scrolling smoothly back and forth with the action. The rink itself is an icy light-blue, and all the regulation markings have been added, as well as a huge Genesis (the American name for the Mega Drive) logo in the centre circle.

The animated audience really believe in participation, and clap, boo and cheer as you show your skating prowess (or lack of it!) as well as bouncing up and down in their seats in excitement!

The players are professionally animated, and have been coloured with the real NHL team strips, but move rather sluggishly, which really decreases the authentic feel necessary for this kind of sports sim. Controlling them is, in certain respects, a fairly complicated affair. The player you wish to control must be chosen by scrolling through the team until he's highlighted, and this too is detrimental to the gameplay, slowing it down a great deal.

Scoring goals isn't easy as the goal-minder really knows his stuff. A great deal of practise is needed before you can fool him. Netting the puck results in the obligatory airhorn sound, which is realistically loud.

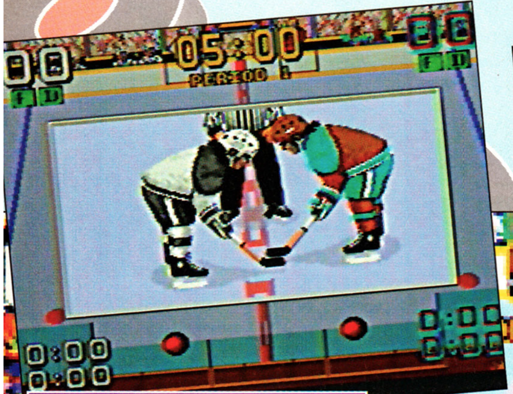
The sub-games, which can be practised separately, and also appear in-match, comprise a shoot-out mode, rather like penalties in soccer, and a fight mode, which occurs when a nasty foul has been committed. In the latter, two players slug it out with a wide range of attacking and defensive moves.



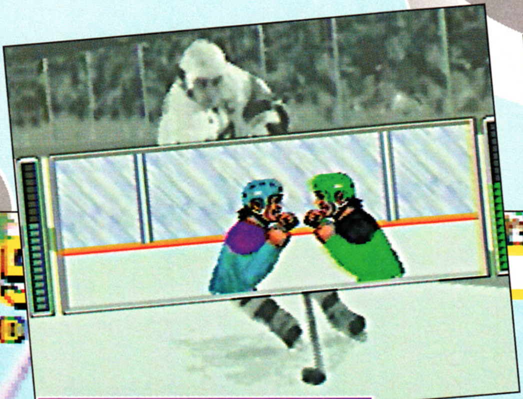
He shoots, he scores. Taking the puck round the keeper and slapping it into the net is the way to do it.

PROTIP

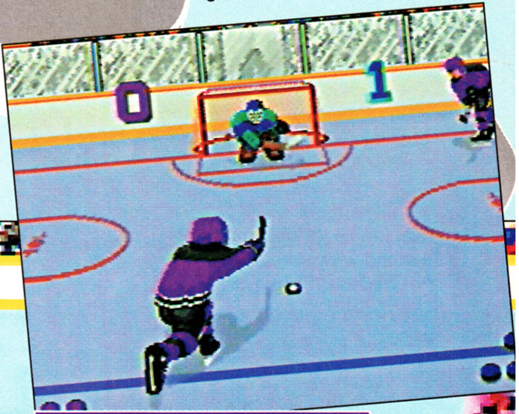
The keepers are very tough to beat, so use a bit of thought when shooting. Try to position a player near the keeper then have a slapshot from way out. The puck will always rebound off the keeper for your close player to knock in.



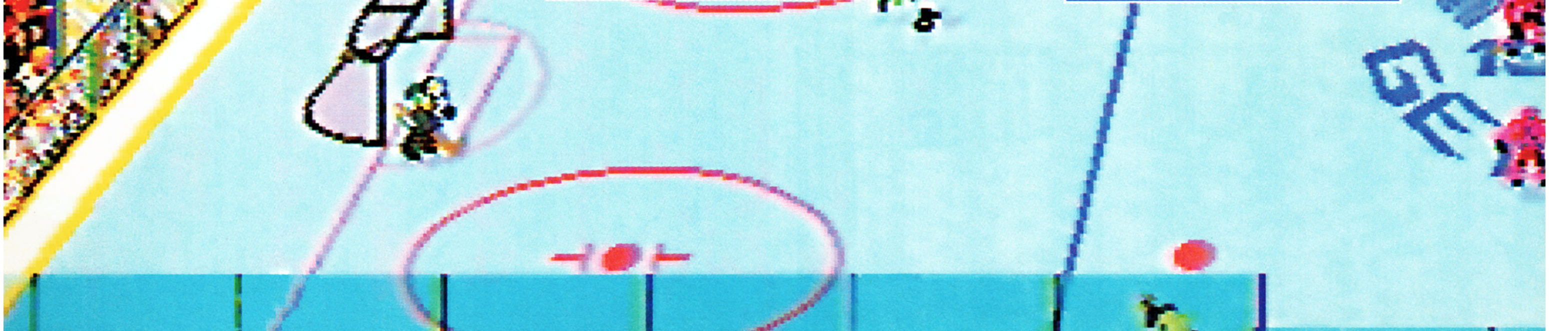
Facing off starts the game. While moving forward towards the puck you have to knock it backwards to your team.



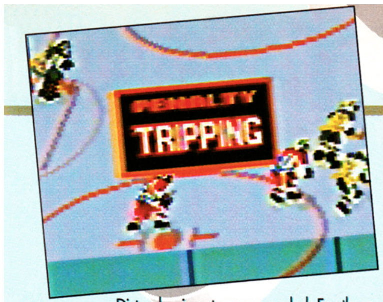
Squaring up, these two opponents try to sort out a controversial decision, a variety of moves are available to each fighter.



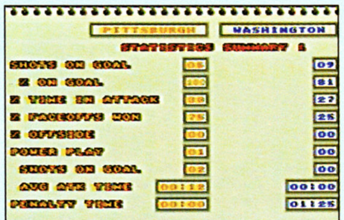
When a match is drawn there is a shoot out. The puck is slid towards the striker and he has to time his swing so that the puck flies into the net.



Mario's surname is pronounced "Le-MEW".



Dirty play is not recommended. For these offences your players are put into the sinbin for two minutes.

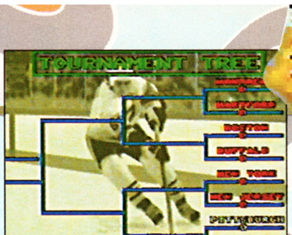


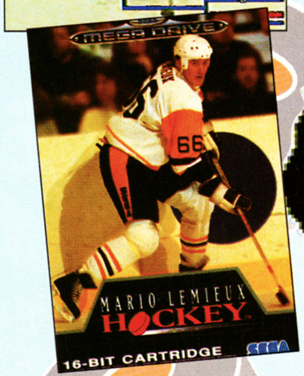
```
             PITTSBURGH      WASHINGTON
           STATISTICS SUMMARY 1
SHOTS ON GOAL        05              09
 % ON GOAL           100             81
% TIME IN ATTACK     38              27
% FACEOFF'S WON      75              25
% OFFSIDE            00              00
POWER PLAY           01              00
  SHOTS ON GOAL      02              00
  AVG ATK TIME    00:12           00:00
PENALTY TIME      00:00           01:25
```

A sin bin awaits the dirty player, and a maximum of two players from each team can be relegated there for particularly violent play! This feature can be missed out, as the ref has several preset styles of judgement ranging from harsh to blind!

Unfortunately for *Mario Lemieux Hockey*, comparisons between it and EA's version of the same sport are inevitable. Although a fairly good game in its own right, Mario just doesn't have the downright playability that its rival has; the controls are harder, the sprites smaller, and the whole game a lot slower. *EA Hockey* wins hands down in all aspects, but you can still have a lot of fun with Sega's version.

● **James "slapper" Scullion**





Sega may be the official suppliers of Mario Lemieux, but we tackled our copy out of the grasp of our man Jason "icing" Henton, who can be found at *TV Games, 11 Castle Parade, Ewell By-pass, Ewell, Surrey KT17 2PR.* Tel: (081) 7867816. 40 bucks should just about cover the cost.

03:23
PERI
66

MARIO LEMIEUX HOCKEY

SPECIAL EDITION

Special editions of *Mario Lemieux Hockey* in the States had an ice hockey puck within their packaging. A hundred lucky punters will have theirs signed by Mario himself; surely a collector's item!

PROFILE

MARIO LEMIEUX HOCKEY ● SEGA ● £39.99 ● OUT NOW

CART SIZE	4Mbit
PLAYERS	2
STAGES	league
SKILL LEVELS	3
FEATURES	versus

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
✆(071) 7278070

GRAPHICS 78
▲ Sprites are well-animated.
▼ Crowd is packed with freaks!

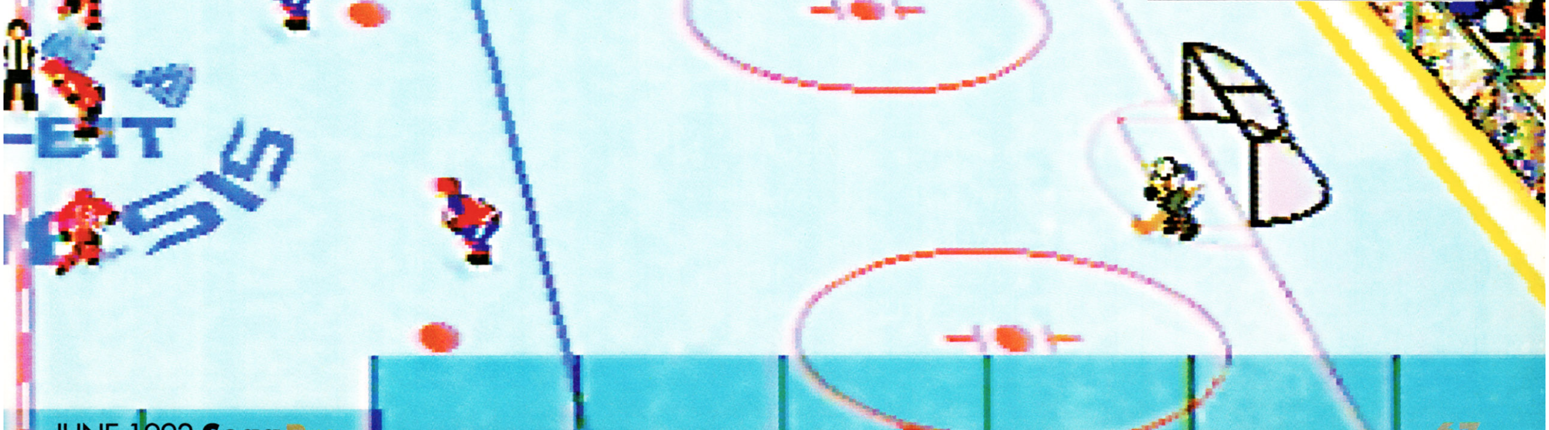
SOUND 75
▲ Assorted noises from the crowd.
▲ Fun in-stadium music!

GAMEPLAY 69
▼ Difficult to get the hang of.
▼ Controls are rather fiddly.

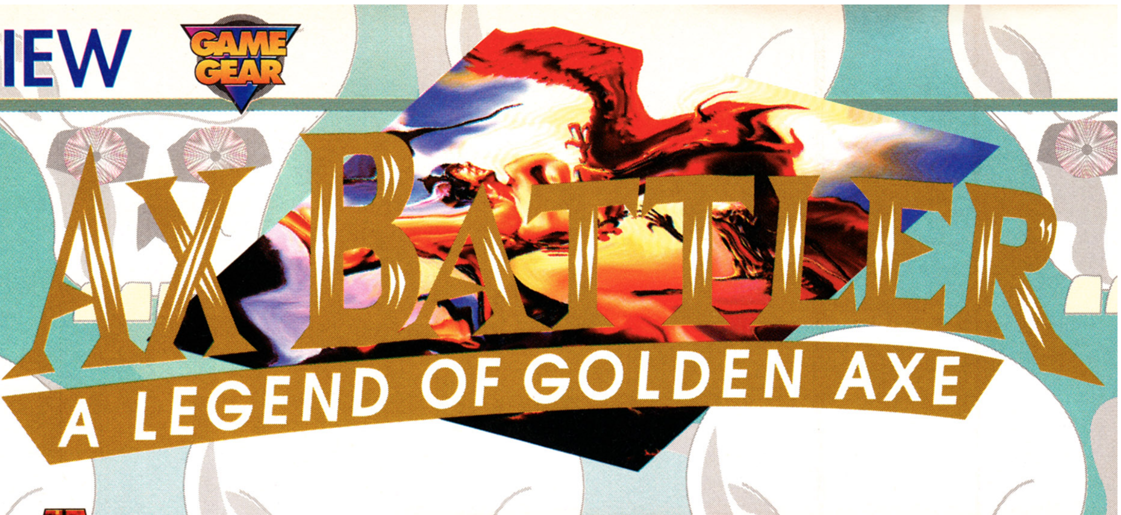
CHALLENGE 84
▲ Scoring requires a lot of skill.
▲ A wide range of real NHL teams.

The high standard of *EA Hockey* has not been bettered.

PROSCORE 73



Ice pucks from slapshots can travel at up to 100mph.



AX BATTLER

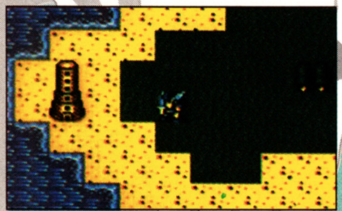
A LEGEND OF GOLDEN AXE

The tale of the Golden Axe had dimmed with the passage of time. Everybody, it seemed, had forgotten the stories of the legendary power it delivered to its wielder. Everybody except two people: the King of Firewood Castle, keeper and guardian of this most powerful of weapons, and the evil Death Adder, Dark Lord of the era. His armies had imposed a curfew on the citizens, under penalty of death, and no-one was safe!

The King's armies were no match for the denizens of the dark side, and after suffering appalling losses, he decided that a different strategy was needed. To send one warrior where whole battalions had failed seemed insane, but this brave youth was the fabled Ax Battler!

AX BATTLER
A LEGEND OF GOLDEN AXE
SEGA
GAME GEAR

Battling our way through the crowds of Easter shoppers, we managed to get our review copy of *Ax Battler* from the very helpful TV Games at *11 Castle Parade, Ewell By-pass, Ewell, Surrey KT17 2PR*. Tel: (081) 7867816. At the very reasonable price of £29.99 including postage and packing, they will deliver this game direct to your door. Now that's what we call service.



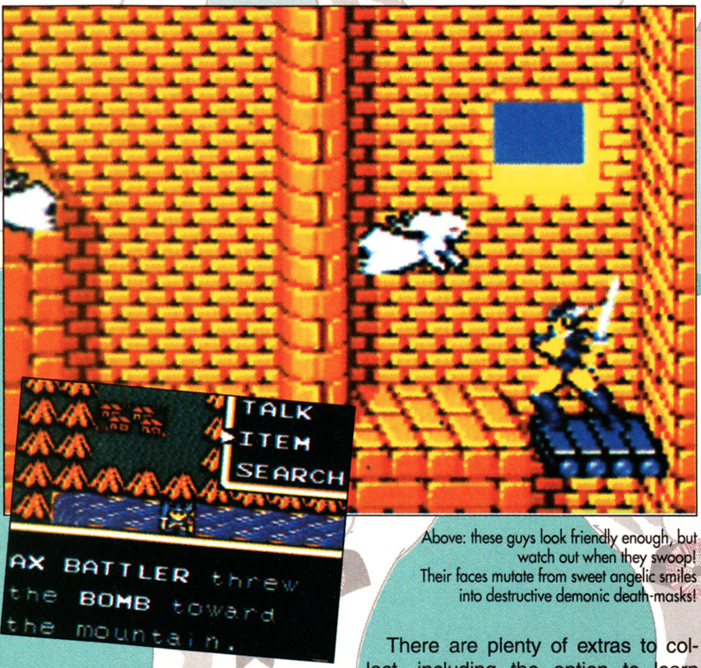
Ax Battler was purported to be the classic *Golden Axe* for the Game Gear, but as it turns out is a rather more complex affair than its older relatives. This time our hero is on a solo mission, his fighting companions having hung up their weapons and retired to the Bide-a-Wee Twilight Home for Ex-warmongerers.

Power up and you are presented with the scrolling storyline, backed by the obligatory techno-medieval soundtrack. Zoom past this and the title screen jumps out at you in gore-laden red and wealth-ridden gold. Next comes a smart little animation in which you converse with the castle occupants, who give you various hints 'n' tips before you set off on your way. You're then forcefully ejected from the Keep into the big wide world, with nothing but a sword, a loincloth, and some rather fetching knee-length red boots!

The main game consists of two distinct types of gameplay. The first is a Gauntlet-style jaunt, in which Ax Battler (a midget sprite) must traverse a 2-D map in search of miscreants to decapitate, villages to visit, and potions to collect. On encountering an evil-doer, the screen format changes to something more akin to the original. You, as Ax Battler, appear on the left side of the screen and, unsurprisingly, your opponent on the right. If you don't relish slashing the poor fool to death yourself, then, depending on your overall health, you can call on your store of magical powers and just zap the sap!

The graphics aren't much to write home about on the map screen, but come into their own on the conflict screens. Both combatants are really well-animated; the swords slashing, the blood flowing, and the boot going in, ending eventually in the demise of the inferior swordsman!

Soundwise *Ax Battler* is nothing special, conforming to the majority of GG software. The standard (annoying) soundtrack and minimal FX do little to enhance the game, although the sword-slash noise is particularly satisfying as an adversary falls to the floor mortally wounded!



AX BATTLER threw the BOMB toward the mountain.

Above: these guys look friendly enough, but watch out when they swoop! Their faces mutate from sweet angelic smiles into destructive demonic death-masks!

Are you gonna talk or search? The message below could help you in your decision.

There are plenty of extras to collect, including the option to learn speciality moves at a training house, magical potions, and the bodies of willing young ladies at dosshouses. You can also interact with the other characters by talking to them or searching them, as opposed to killing them. All of these features add to the playability, and help to create a plausible RPG-cum-beat-'em-up, set at just the right difficulty. Keep battling, there's a long-lasting game in there somewhere!

● **James "Slaine" Scullion**

GRAPHICS 80
▲ Wonderful combat scenes.
▼ The map screen is rather low-res.

SOUND 42
▼ Game Gear sound at its most mediocre.
▼ Annoying tune will have you playing in silence!

GAMEPLAY 84
▲ Classic slash-'em-up action.
▲ Interspersed with elements of strategy.

CHALLENGE 73
▲ Younger players will be hard-pressed.
▼ Experienced gamers may find it easy.

An odd game in the *Golden Axe* range, but still a refreshing change.

PROSCORE 77

PROFILE

AX BATTLER ● SEGA ● £29.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	10
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Sega UK
16 Portland Road
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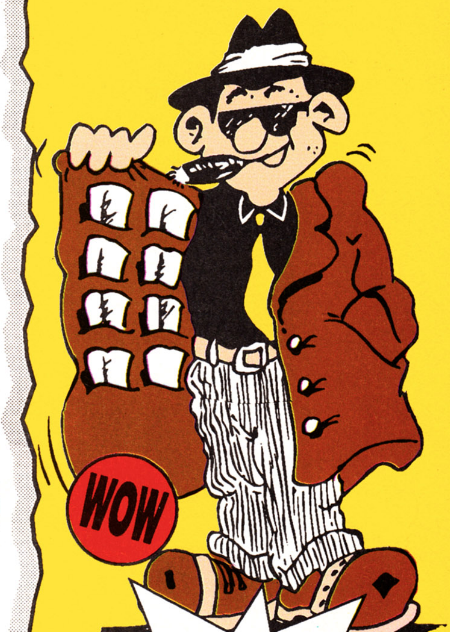

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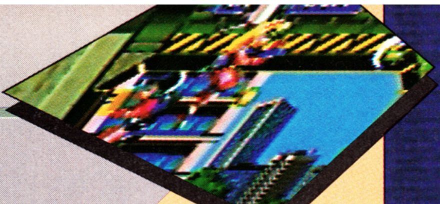


Following the example set by Valis and Annette, girls are breaking into console games in a big way. The latest two female stars are two battle-hardened women under the command of Colonel Patch. The Colonel has received information that the good Prince Eldon, the most popular member of the Royal family, has been kidnapped, and unless the kidnappers' demands are met, he will be unceremoniously slaughtered.

The country has a strict policy of not giving in to the demands of kidnappers, even when the life of a prince is at stake. But all is not lost, because the Colonel has decided to send his top two undercover operatives, Madison and her sidekick Crystal, to "dispose of" the kidnappers and rescue the prince.

Two girls rescuing a prince? Well, it makes a change.

This is certainly a game packed with humour, but be sure to get hold of an English version or you may not understand what's going on. The Japanese version of *Trouble Shooter* is called *Battlemania*, so be sure you know what you're getting.

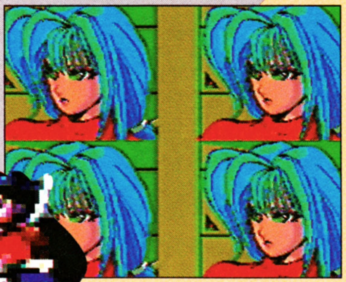
As the Sega logo fades into the normal power-up screen, along come the two teenage girls in their red car to spin the logo on its end. This sets the tone for the whole game; it's a shoot-'em-up with an attitude. Then you get to meet the girls, Madison the dominant leader and Crystal resplendent with blue-rinsed hair!

The options screen allows you change the pad configuration, pick from three tough difficulty levels, and hear any of the 100+ sound effects. Sadly, there's only one uneventful tune that drones throughout the game.

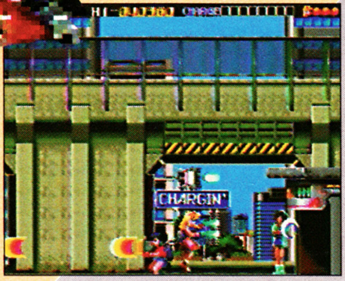
Before you enter each game, the Colonel pops up onscreen and after being mildly surprised at the girls' young age, briefs them on their mission and the need for secrecy. This little animated conversation is a neat feature and sets the tone for your mission.

You are then taken into the garage to equip yourself. The graphics here are great, with loads of detail and colour on the weapons add-ons. Crystal gives you a commentary on the use of each weapon, and why you should choose carefully as each one is suited to a different environment.

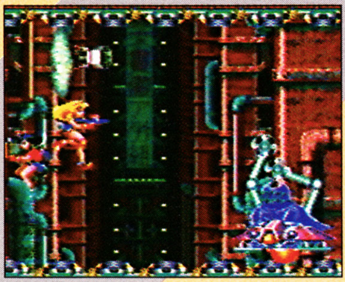
The main part of the game is very similar to *Forgotten Worlds,* although you control two people at once, not just one. The two girls "float" across the screen with weapons packs on their backs. Each character is packed with detail and colour, conveying the big-eyed, bushy-haired statics of the intro. The girls each wear a different coloured outfit, so it's easy to tell them apart. The enemy

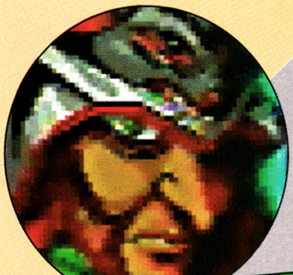


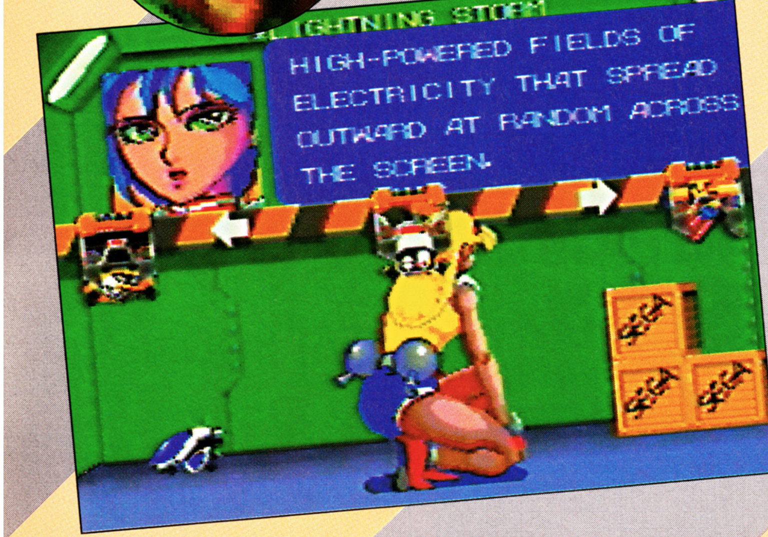
PROTIP On the second level you can blast the saw blades before they cut you in half. Also, don't press START when you get Game Over. If you wait a while, you'll get a continue option.



When you finish the level, this kind lady will let you into her garage where you can buy new weapons.



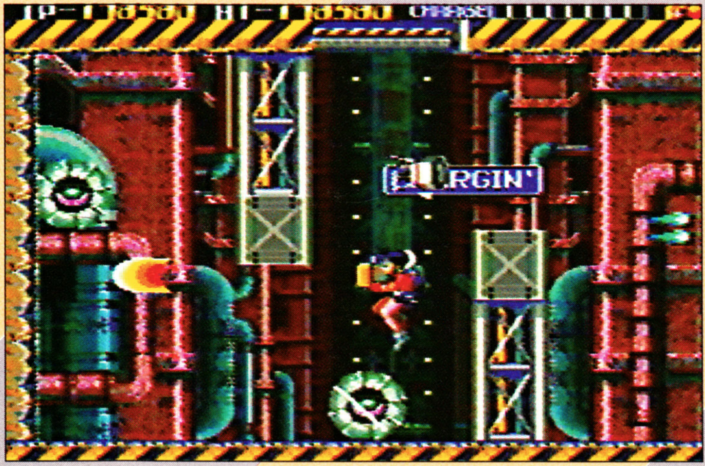




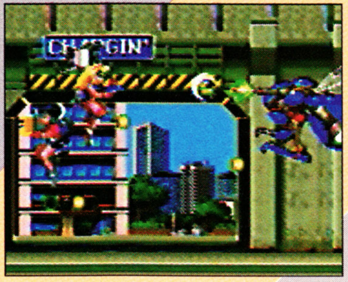
LIGHTNING STORM

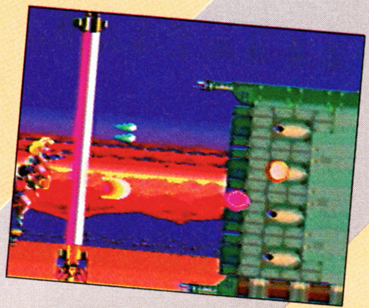
HIGH-POWERED FIELDS OF ELECTRICITY THAT SPREAD OUTWARD AT RANDOM ACROSS THE SCREEN.

This is the garage where you can choose which special weapon you take with you in your back pack. All the weapons take time to charge up so use them sparingly.



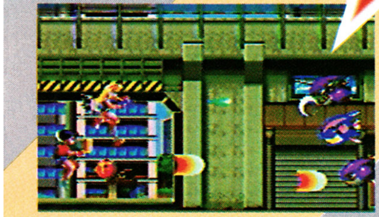
Your super weapon is still charging up to wreak havoc on the enemy. This is the end of the second level and these balls fire off lasers that bounce of the walls. Hide in the corners when you can to avoid them.

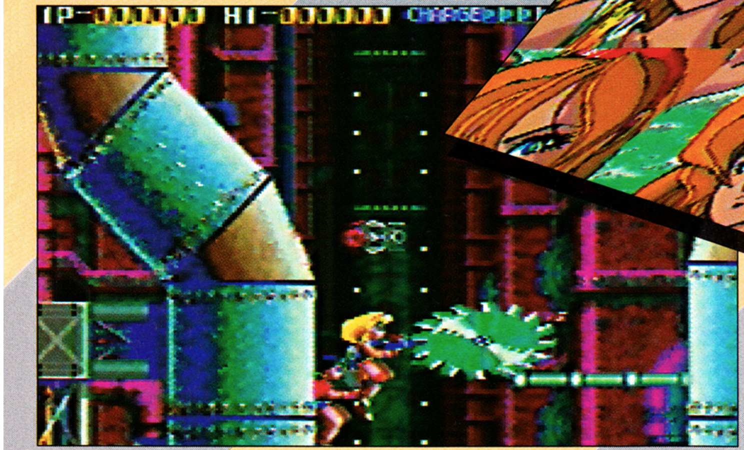




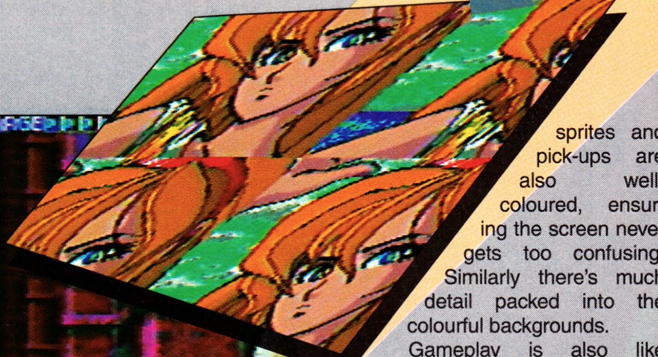
TROUBLE SHOOTER

TROUBLE
SHOOTER





As you descend into the sewers, the going gets a little tougher. Here the buzz-saws try to cut off more than your communications. Between them, Madison and her partner Crystal should be more than a match for them.



sprites and pick-ups are also well-coloured, ensuring the screen never gets too confusing. Similarly there's much detail packed into the colourful backgrounds.

Gameplay is also like *Forgotten Worlds*; very monotonous. It is possible to pick-up extras like energy as you travel through the level, but mainly you are restricted to the weapon you chose to use at the beginning of the level. The only variation of this tedious gameplay is the odd change from horizontal to vertical scrolling – just like *Forgotten Worlds*. Even a simple two-player mode would have been welcome, but this is sadly missing.

While the graphics, sound and presentation are undoubtedly an improvement on the much-mentioned Capcom shoot-'em-up, *Trouble Shooter* lacks the one thing that made *Forgotten Worlds* fun, the extensive power-ups. It looks great but there's not enough variation to keep you hooked for ages.

● **Les "trouble maker" Ellis**

PROFILE

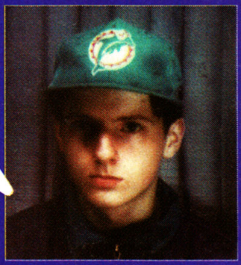
TROUBLE SHOOTER ● VIC TOKAI ● £35 ● IMPORT

CART SIZE	4Mbit
PLAYERS	1
STAGES	6
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
Kingbit Games
The James Thin Building
57 George Street
Edinburgh
EH2 2JQ
✆(031) 2257682

PROTALK

This game has great graphics with a lot of detail put into the backgrounds. There's also a great soundtrack to go along with it, and loads of special effects. This is the first game I've played with an all-female cast, and I like it! It's great.



Name: Barry Main
From: Armadale, West Lothian
Age: 15
Machines: MD, MS and GG
Fave games: EA Hockey (MD), Rastan Saga (MS), Lucky Dime Caper (GG)

● Special thanks to Barry for sending us the *Trouble Shooter* cartridge. If you think you've got a game ahead of the SegaPros, then give Les a ring on (0225) 765086 and you too could be reviewing your game for SegaPro.

GRAPHICS ▲ Excellent static screens and presentation. ▼ Superb sprites with much detail and colour.	85
SOUND ▲ Tons and tons of varying sound effects. ▼ In-game music gets drowned by firing effects.	70
GAMEPLAY ▼ No two-player mode! ▼ Content is old and over-used.	71
CHALLENGE ▲ Tough and frustrating initially. ▼ Enemy waves never change.	78

A rehash of *Forgotten Worlds* without all the great power-ups.

PROSCORE 73

Not understood.

Listed below are our recommended games of the past three months. They are in no order of greatness, they are just what we believe every SegaPro worth his salt should have seen. (And if you haven't seen the actual game, this page will help you bluff your way through those in-depth gaming discussions.)

proPICK

GAME GEAR

ALIEN SYNDROME

Producer: Sims
ProReviewed: SEGAPRO#7
ProScore: 84 (import)

Fab deep-space arcade adventure, *Gauntlet*-style, that has you saving the inhabitants of moon-base Alpha from the most ugly marauding alien space-buccaneers you'll ever come across. Plenty of bolt-on weapons and massive play area make this a real GG winner.

The Pros said: "An excellent extra-terrestrial extermination escapade."

SPIDER-MAN VS THE KINGPIN

SPIDER-MAN
THE KINGPIN

Producer: Acclaim
ProReviewed: SEGAPRO#6
ProScore: 92%

Against-the-clock action through several tortuous levels in a desperate attempt to clear your name and save New York. Wicked graphics and gameplay have GG *Spider-Man* swinging straight into this issue's ProPick. Simply the best platform game to date on the hand-held!

The Pros said: "Marvel-lous! Packed with challenging) cartoon action."

THE CHESSMASTER

BLACK IS CHECKMATED

Producer: Sega
ProReviewed: SEGAPRO#7
ProScore: 83%

Packed with options and exceptionally user-friendly, *The Chessmaster* is great even if you're not a big fan of chess. Plenty of meaty samples tell you whether you're playing well or not, and it's very tough to beat.

The Pros said: "The most comprehensive chess tutor you will get."

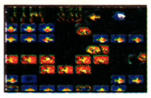
GG ALESTE

Producer: Compile
ProReviewed: SEGAPRO#5
ProScore: 89% (import)

Widely accepted in the SegaPro office as the number one shoot-'em-up for the Game Gear. All the classic stuff is in here. Multiple power-ups and huge level guardians make this an absolute must for blaster fans. Eight stages of pure hot arcade action.

The Pros said: "The best shoot-'em-up on the GG."

SLIDER (SKWEEK)



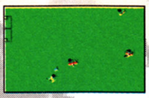
Producer: Infogrames
ProReviewed: SEGAPRO#5
ProScore: 84% (import)

Now known as *Skweek* in Japan, *Slider* is the game that puts the fun back into hand-held puzzlers. Paint the squares a different colour while you are using the weapons to wipe out aliens. 30 stages will keep you going for a while, and you'll be back for more even when you've completed it.

The Pros said: "Destined to become a classic."

MASTER SYSTEM

SUPER KICK OFF

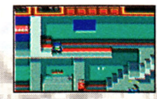


Producer: US Gold
ProReviewed: SEGAPRO#3
ProScore: 90%

The football game of the moment, but coming up against some tough competition very soon from Tecmagik and Virgin. *Super Kick Off* offers the wealth of options available in the Amiga version. Addictive as a one-player game, great in two-player mode.

The Pros said: "Well worthy of the adoration."

BONANZA BROS



Producer: Sega UK
ProReviewed: SEGAPRO#6
ProScore: 75%

Not an extremely high score for such a playable platform romp. Robo and Mobo are rapidly becoming cult figures on the Master System. Their Lego-man graphics are well-animated and ingeniously funny. The only let-down is the ease of completion, but that won't stop you coming back for more!

The Pros said: "This will have Jake and Elwood rolling in their graves."

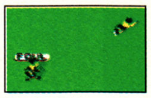
ASTERIX

Producer: Sega
ProReviewed: SEGAPRO#7
ProScore: 90%

You play either Asterix or Obelix in this stunning platform game. You've got to rescue Getafix, your druid, who's been kidnapped by the Romans. Graphically superb, the characters could have jumped from the pages of the comics.

The Pros said: "No matter what your age, you'll love playing *Asterix*."

CHAMPIONS OF EUROPE



Producer: Tecmagik
ProReviewed: SEGAPRO#7
ProScore: 92%

The *other* footy game everyone has been waiting for. With plenty of nice touches, such as talking players, international play and wind toggle option), it should do rather well. Fast and playable, and the goalie's not as superhuman as another soccer game we could mention.

The Pros said: "A rival for *Super Kick Off* has arrived on the MS."

ALIEN STORM

Producer: Sega
ProReviewed: SEGAPRO#5
ProScore: 80%

The aliens have taken over the city and it's down to you to clear them out. This is the game that gives "shoot up shops" a whole new meaning. Diverse enough to keep you coming back to try and reach that one extra level. One of the better shoot-'em-ups on the MS.

The Pros said: "Looks good, plays great."

MEGA DRIVE

KID CHAMELEON

Producer: Sega UK
ProReviewed: SEGAPRO#6
ProScore: 89%

This guy's got more faces than Neil Kinnock! A wild platform experience set in a mad coin-op nightmare. Collect hidden helmets which magically transform the Kid into various slice-'em-'n'-dice-'em psychopathic murderers and free the other juvenile captives from the nasty arcade owner.

The Pros said: "You'll come back to *Kid Chameleon* again and again..."

TWO CRUDE DUDES

Producer: Data East
ProReviewed: SEGAPRO#6
ProScore: 91%

Biceps abound in this post-Apocalyptic throw-'em-about. Two muscle-bound meatheads have been ordered by the President to clear New York of rad-mutants so that the re-building programme can commence. Ultra-accurate turbo-charged mayhem. A must!

The Pros said: "Move over *Streets of Rage*, *TCD* are kicking ass tonight!"

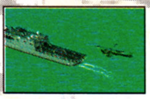
BUCK ROGERS

Producer: Electronic Arts
ProReviewed: SEGAPRO#5
ProScore: 86%

A space action RPG that proves amazingly playable. Help Buck and his buddies defeat the RAM forces in a battle that takes place on planets and star ships as well as huge space-stations. Once you get into it, you will be hooked.

The Pros said: "Immense depth of play... Totally believable."

DESERT STRIKE

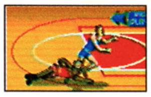


Producer: Electronic Arts
ProReviewed: SEGAPRO#6
ProScore: 92%

Based on the party Saddam Hussein held in Kuwait recently, *Desert Strike* puts you in charge of one of Stormin' Norman's Whirlybirds. With plenty of missions and great sound and graphics, this game is frighteningly realistic. The definitive combat shoot-'em-up!

The Pros said: "...a masterpiece of intense action."

ARCH RIVALS



Producer: Acclaim UK
ProReviewed: SEGAPRO#7
ProScore: 81%

A wholly unheard of concept, this is beat-'em-up basketball. True-to-life action with the addition of a host of legal(ish) fouls combine to make this a fun, playable piece of software. And if you don't like the lack of rules, then go and beat up the ref!

The Pros said: "Great fun... One wacky game to play."

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If you can pick up the phone but are to afraid to speak to anyone down it, you can scribble your tips down and fax them to us on (0225) 777869. Send them any time of the day or night and mark them for the attention of ProTips. Don't forget to include your name and phone number!

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The SegaPro Tips Donation line operates between 4:00pm and 5:30pm Monday to Friday. Just ring (0225) 765086 and ask for the ProTips department. Please only use this number for SHORT tips, we cannot accept whole solutions down the phone as it ties up the line for other callers. Don't forget to give your name and telephone number. Any calls received outside of these times cannot, unfortunately, be accepted (the ProTips guys have to work too, you know!).

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DAMIAN BUTT'S PROLINE

You know how to give us the latest and greatest tips, but Damian can also get them to you. Damian Butt's ProLine is updated every Friday with the latest tips for the Mega Drive, Master System and Game Gear. When you ring this number, you'll not only get Damian's personal choice of music, you'll get 100% Sega tips – no ads, no bull, just help. Damian Butt completes every game he plays, so you can be sure that every tip you hear has come from the UK's top Sega tipster. The number to phone for the latest hints is...

0891 662557

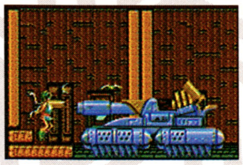
Calls charged at 36p/min cheap rate, 48p/min at all other times. Please get the phone owner's permission before you ring!

EL VIENTO

MEGA DRIVE

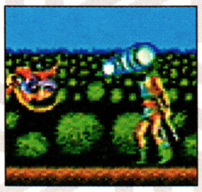
Charlie Ritson from Yorkshire was so impressed with our review of *El Viento* all those issues ago that he went out and bought this excellent import game and has repaid the favour by sending in a quick guide to defeating all the bosses.

Level one (Vincent DeMarco's tank)



Stay crouched on the top platform and shoot the tank with boomerangs till it starts spitting missiles at great speed. Jump and shoot to destroy the missiles and get in as many sneaky hits on the tank as the barrage will allow. Fireballs will make short work of the armour so it is best to use them instead of boomerangs. Finally, when the operator climbs out with his chain gun, shoot him, then jump the bullets. Shoot then jump in sequence to defeat him and watch the tank explode.

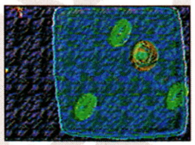
Level two (Restiana)



Get to the bottom of the pit collecting as many potions and bonuses as you can whilst dodging Restiana's blasts.

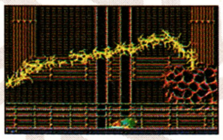
She's dead easy to beat, just leap her circle magic and shoot her quickly before she casts another. When the magic comes, move back and jump it again. Repeat to finish her off and make the dragon carry her remains off.

Level three (The Blob)



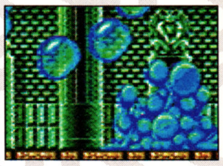
Water waves are the best weapon against the oval blobs it spits. Use boomerangs and fireballs to penetrate the jelly and hit the nucleus.

Level four (Electrified egg)



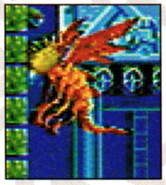
Charge up a water wave and get in close. Jump on the middle of the egg and then jump up and release the wave. The concentrated magic should quickly finish it off, and two or three bursts are sure to end the fight.

Level five (Bubble blob)



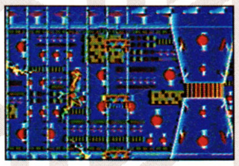
Are the guardians becoming more and more obscure or what? Clear the way with a wind cutter spell, then crouch down and fire at it repeatedly to meet your beloved Earnest Evans for the first time.

Level six (Dragon fly)



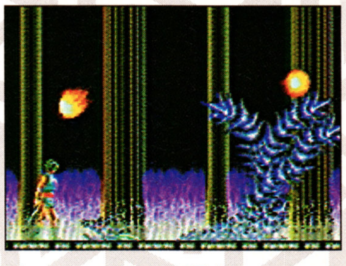
No magic is allowed on this insectoid Paul Daniels, but watch him carefully and note which box he goes in. Follow that box and when it stops, blast it repeatedly. Repeat this till it dies, then you meet Zigfried.

Level seven (Aeroplane defence)



Power up for an explosion. Travel up the moving platforms and shoot the hell out of the main machine. It's near the top of the structure where it tapers in.

Level eight (Hastur the Dark One)



Charlie complains, "This guy has a blatant disregard for human life," so watch out. Dodge his fireballs, then hit him with as many explosions as you can muster. Beware, he is tricky to aim at but if he makes a mistake and backs off to the back wall, shoot off a volley of shots and this should reduce his energy bar substantially.

PUT 'N' PUTTER GOLF

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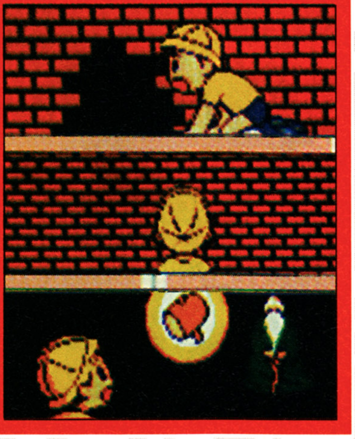
THE BERLIN WALL

Beat the level guardians with these crucial tips from Chris Lloyd in Nottinghamshire. Apparently, "if you press 1, 2 and START, the power cuts off" warns Chris, so unless this is a fault peculiar to Chris's machine, do not do this or you will have to start again.

Ice Demon
Go up the left-hand ladder into the middle of the screen and dig two holes on either side of you. For quicker disposal, dig a parallel set of holes on the level below so he falls twice as far. Two hits and he's history. His special weapons are falling icicles but they are easy to dodge.

Hedgehog
The hedgehog's weapons are a high speed roll which is best dealt with on the bottom level as it and its ballistic spikes are easier to avoid. Again, it is best to dig two sets of holes and remember to stay well away from him in case he spikes you across the gap.

Robot
This metallic foe throws all sorts of cogs and sprockets at you, so stay well away and never linger in one place. He needs quite a few hits so always dig plenty of holes to trap him again and again.



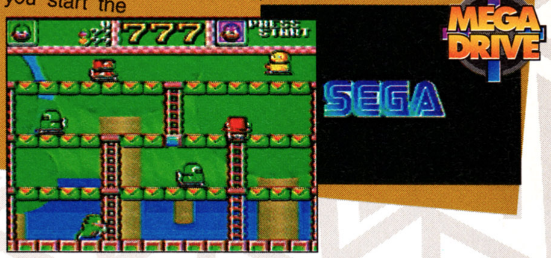
Mavis
Dig a hole as usual but when she swings her deadly handbag, keep moving so she cannot get a fix on you. Trap her twice and she's finished.

Octopus
The bombs fly up the screen then drop back down (don't get trapped!) and explode freeing the octopus. He is now free to go after you and you must stay on the move or he will trap you. The best move is to circle the screen and dig holes wherever you go in case he falls in, then mallet him to oblivion and you have finished the game.

WANI WANI WORLD

Derek Moffat from Scotland is the first to discover the infinite lives cheat in *Wani Wani World* for the Mega Drive.

When the Sega logo appears, press RESET twice and when you start the game, instead of normal lives being displayed at the top there will be four question marks.



GAUNTLET

MASTER SYSTEM

Christian Weber from Chester sent us in some tips for this venerable game and also a cheat we've never heard of before, so to keep the MS flag flying, here are Christian's tips.

Death
"Gosh! I just magically killed death and got 4,000 points for it... Hang on, I just did it again but I only got 1,000 points. How come?"

This depends on how many times you shoot death just before you use magic on him. Not only does the death you shoot go up in points but so do all the others on the level. Mega points to be gained here.

Treasure rooms
The best tip of the lot concerns the treasure rooms during two-player mode. Let player one go into the exit and player two should wait till the timer runs out and to your amazement, he will have unlimited time to collect as much booty as possible. Now that's magic!

HE SEGA AND NINTENDO PLAYERS' GUID

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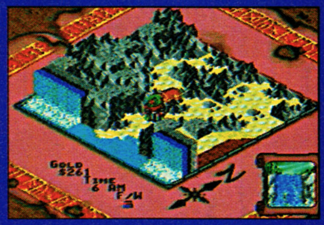
RINGS OF POWER

Final Part

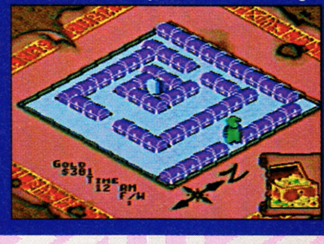
In this final part of the *Rings of Power* solution, we finally reveal how to use the locations printed in last month's guide, plus the location of all the rings. Many thanks to all those Pros that rang up with hints and advice (especially the guy who called with the location of the sextant!), they were much appreciated.

THE SEXTANT



Whoops, this should have been included in last month's guide, but many of you managed without anyway. To use the directions we have been using to describe locations, you must find the sextant which is near the Mines of Misery. Instead of travelling above the waterfall, go below it along the wooden bridge and push up when you are in front of the waterfall. You will enter a cave where the sextant is hidden. You will now be able to use the coordinates to pinpoint items.

There is also a hidden room in one of the walls in the City of the Mind harbour (13'1", 10'8"). Simply get a small boat and travel out and around the wall. Push into the corner to find the room which contains loads of money, food and magic



RING OF DIVISION

Doggania is the place to go. Enter the castle and pay the guards "1,000 gold or everything you have" to pass. Talk to the regent and then visit the civic centre for a quick chat with the judge, the jailer and the prisoner skulking in the cell.

Talk to Fiver about the city, spare his life and he will help you later. The jailer will certify that you have completed the quest and you must talk to the regent about the next one. The priests in the temple will tell you more. Visit the monk in the cathedral and then on his advice, go to the City of Sunrise and Sunset at location 3'22". Ask the boy in the fountain about your quest and get the fountain key from the dresser in the building at 3'0", 21'7".

One of the buildings in the city has a ladder inside. Go down to the second level, where you will discover the fountain of youth. Search it for the milk of youth.

Go back to the creepy Doggon castle and show the milk to the regent who will give you access to the rest of the building. The King's chamber is locked and needs an iron key, so find a scrubbing girl and talk to her. Now go out to the house near the town sign and talk to the occupants. Visit the City of Sunrise and Sunset again and talk to the residents of Sunset. They tell you to go to the fire swamp; in the centre is a witch's house (12'0",13'3").

Find the cowering Fen person at 12'1",13'7". Spare his life and he reveals the location of the finger bone. Use the finger bone in the Witch's presence and she will die horribly and you can take a lock of her hair. Take the lock to the woman in Sunset and show it to her. In return she will give you the iron key which is used to open the King's chambers in Doggon castle. Ask the King about his job and confront the regent. When you have defeated him, take the milk of youth back and return to the king and show him the milk. The king will give you the Ring of Division.

HELP US PLEASE. THE BANDITS ARE HOLDING US CAPTIVE.

BATTLE SUCCESSFUL.

YOU EARNED 3 EXPERIENCE PER PERSON. YOU ALSO CAPTURED 2 GOLD PIECES.

The Mines of Misery are very important earlier on in the recruitement stage but you can always return for some pillaging. Gold is always abundant and experience points can make battles easier later on. Besides, it makes a great page decoration doesn't it?

RING OF ADVANCING

The world is a big place and a helpful hint is to thoroughly explore the map before you start on your quest. You can save precious time and energy wandering all over the globe in search of a particular city by just planning.

The quest for the next ring begins (it's all getting a bit Tolkienesque, isn't it?). Go to Richi and enter the castle there. Talk to the queen and she will boast about her enormous observatory, so go there and speak to the master. Visit Shard and speak to the master glass blower. Show him the specifications for the telescope lens.

Use a dragon to fly to Mesa (make sure you have a Dragon Stone) and talk to the man in the desert fortress. Find the hidden square in the desert (23'8",13'5") with one desert city person standing on it. Zoom in.

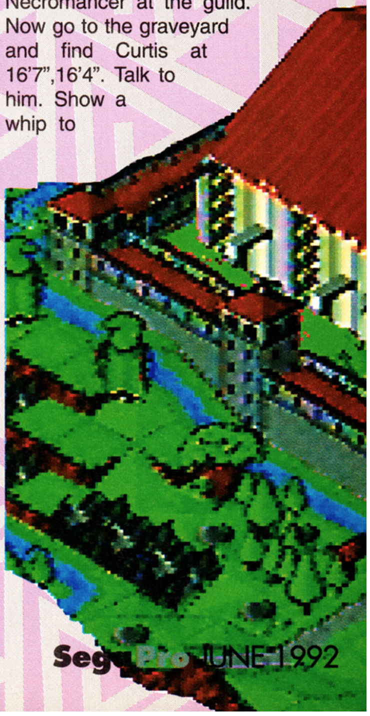
Give a tome from the cathedral to the master blower and give the special sand to the blower in the back lab. Go back to Richi and show the lens to the observatory master, and talk to the queen for your reward and more info. Talk to the expert in the cathedral and go to the university town and have a chin wag with the expert there.

Finally, return to Richi and go to the tower and down into the crypt, solve the puzzle and get the ring of Advancing.

RING OF BILE

This charming sounding ring is found deep in a maze in Necropolis.

Go to Blood and talk to the Necromancer at the guild. Now go to the graveyard and find Curtis at 16'7",16'4". Talk to him. Show a whip to



the black priest and he will tell you where to find the Pit of Despair.

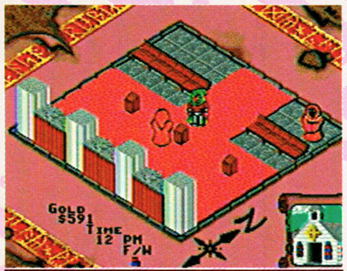
Go to 21'8" and zoom in on the Pit of Despair. Work your way down into the pit and search the records room to find clues.

Go to Necropolis in the great desert. It is here that Pain was buried. Inside the great tomb is a locked door; the tomb keeper tells you that to get inside you must do something for him.

Find Lucius in the Necromancy section of the magic B Us.

Go to the great amphitheatre at 27'9" and find the head thespian.

Talk to him to get his moustache and take it and show it to Lucius. In return he gives you a spell. Return to Necropolis and show the spell to the tomb keeper. Enter the tomb and find your way through the maze, the Ring of Bile is in a vault at the end of the maze. Couldn't be simpler!



The Cathedral is a vast source of information. Each floor has a library with many secret notes hidden in the books. Each one is vital at different stages of the game.

RING OF VARIATION

Tutu's tower is the first destination of this new quest, and it is found in the far eastern corner of the great desert.

Go up to the top and find the mad enchanter, Tutu. He casts a spell on you, and locks you up in a cell and leaves. By lucky hap, Fiver, shows up and releases you. Find the library and search it till you find the research notes on the location and nature of the Chamber of Variation. Now you must fight Tutu and exit the tower.

Go to the paladin keep in Cathedral and then go to the New Sparta. Go to the citadel in New Sparta and sneak in and fight the treasury guard for the key. Visit Cathedral and get the order of Variation.

Enter the loony bin and talk to the residents about your quest.

To find the ring you must enter the chamber of Variation, 33'0",6'2". Follow the stages in order to successfully negotiate the chamber. The Ring of Variation is just beyond the chamber.

RING OF INTUITION

Only four rings to go and things are looking good. Go to the City of the Mind and talk to the sorcerer in the Academy garden about your quest. Find the city of Oxbridge and talk to the people about their city.

Go to the sorcerers' guild and talk to the insane sorcerer about your quest and his job. If you search his desk, you will find a note. Go to each house in town till you find another sorcerer; talk to him about his class and then go to the thieves' haven. Talk to the inn-keeper about his class and go upstairs and talk to the thief from Oxbridge.

Fight the thief and get the map. Return to the house in Oxbridge and show the map to the second insane sorcerer. Visit the island to the west of the city (13'6",4'7") at night and search it by zooming in till you find a ladder. Visit the third insane sorcerer in his cellar and talk to him. Go to the location given on the map (from the thief) and retrieve the lost orb. Return to the third sorcerer and show him the orb.

Now take the key back to Oxbridge and show it to the first sorcerer at the guild. Buy the dove from him and go to the mountain in the desert near Necropolis at (30'3",11'8").

Look for a cave entrance on the second slope and enter the cave. Take the orange path and you will come across a dragon. If you have the dove, the dragon will give you the Ring of Intuition.

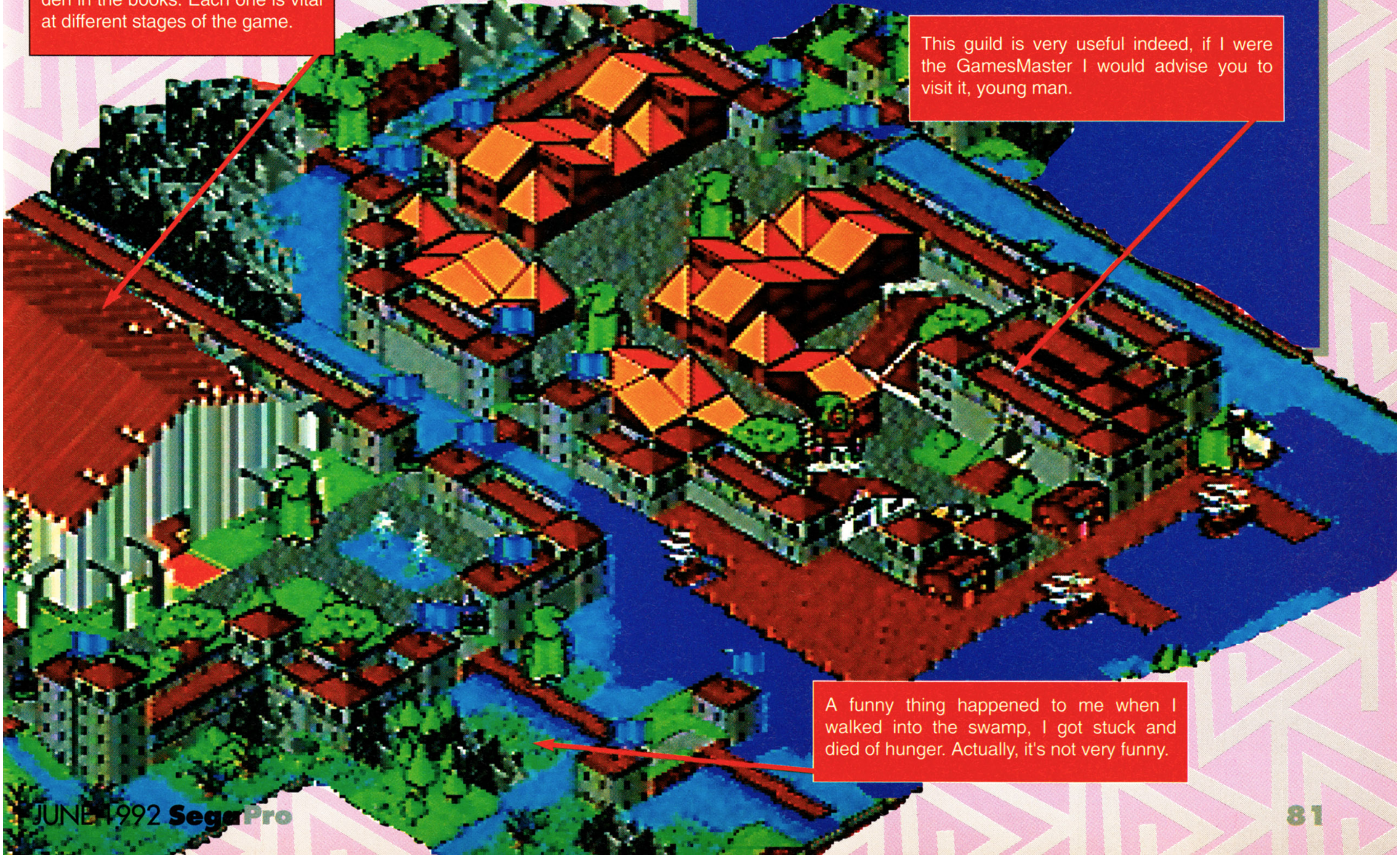
RING OF WILL

Thieves are the key. Go to the thieves' haven and visit the thieves' guild. Talk to Keef the thief about your quest. Go to the asylum and talk to the inmates about your quest. Now visit the island at 0'7",19'2".

If you have killed the fire swamp witch, you may gain an audience with the great Fen Ho in Fenopolis. Talk to him about your quest.

Enter the citadel in Protector city and then go to the dark forest to find a talking bear who lives in a hut at

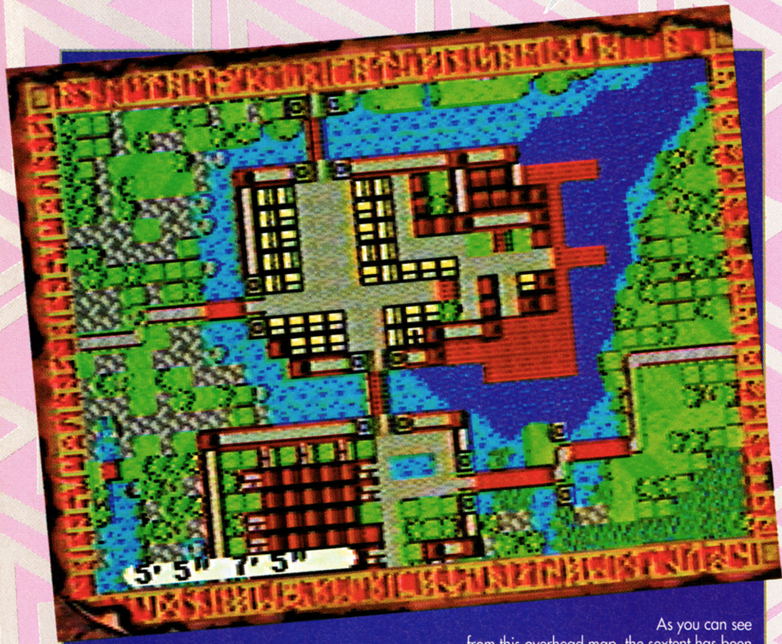
CITY OF THE CATHEDRAL



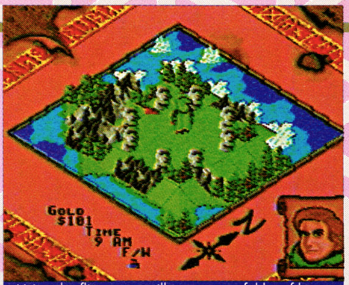
This guild is very useful indeed, if I were the GamesMaster I would advise you to visit it, young man.

A funny thing happened to me when I walked into the swamp, I got stuck and died of hunger. Actually, it's not very funny.

RINGS OF POWER



As you can see from this overhead map, the sextent has been acquired; it shows the exact location you are standing at (5'5" 7'5"). This is particularly useful when you are finding cheats, such as the secret room in the City of the Mind. This map shows the layout of Cathedral so that you can compare the actual landscape features with the simplified map drawing. Unfortunately the programmers did not let you see where all the pubs are.



Using the flip stones will save an awful lot of legwork and can be a useful way of killing time. This unfortunate player has warped onto a lonely island surrounded by ravenous sharks. You better have some more flip stones or you're trapped.

33'8",10'5". Talk to him.

Return to the citadel and give the honey to the protectors, but make sure you get a contract.

Return to Fenopolis and show the contract to Fen Ho. Now visit the island at 0'7",19'2" and find the cave which contains a maze. Work your way through the maze to the tree chamber, and search the tree for a leaf.

Return to thieves' haven and show the leaf to Keef. Finally, return to Cathedral and fight Yoppa for the Ring.

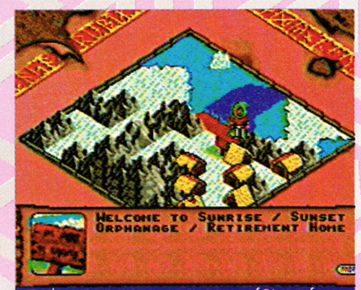
RING OF CALLING

Talk to Slice at the guild of Pieces in Division (he's standing in front of the podium). Go to the cave at 30'1",5'4" and talk to the old man. Now go to the Pirate hole at 30'18" and search the rooms until you find a note. Visit Magicnia and talk to the merchant in the general store about his city.

Collect five pirate flags by defeating pirate ships at sea and then return to Magicnia and use the flags at the general store. Go to the tavern in Division and talk to the pirate. Show him your half of the map and he'll ask if you'll buy his half of the map. Answer "yes" and he will sell it to you; answer "no" and you will have to fight him for it.

When you have both sections of the map, you will be able to find the sunken ship. Go to the location on the map and zoom in on the sunken wreck. Find the chest that contains the crystal ball.

Return the ball to the old man in the cave and he will be overwhelmed with gratitude, giving you the Ring of Calling.



WELCOME TO SUNRISE / SUNSET ORPHANAGE / RETIREMENT HOME

Exploration is an important aspect of Rings of Power and this old fogies home in the arctic is just one of the places where you could get some stange responses from the occupants.

RING OF THOUGHT

Read the tome given to you by the priest in the City of the Mind and go to Cathedral and enter the huge temple. Talk to the priest standing in the west corner and then talk to all the priests. Search the bookshelves near the Perfection expert and find a scrap of paper which mentions a goblet and a skull.

Now go to the locations mentioned on the note and get the goblet and the skull. Visit Bob at 3'5",22'2" and show him the note.

Stand between the temples in the Celestial City at 26'3",15'4" and zoom in on the ladder. Climb down the ladder and talk to the priest. When he asks you about the riddle, show him the sorcerer's symbol and then climb down the ladder and show the whip to the second priest. Show the skull to the third priest and show the goblet to the fourth priest, the fifth priest requires the ruby. Now go through the doorway and find the Ring of Thought.

RING OF BLOOD

Go to the City of the Blood in the SE end of the continent, south of Division.

Enter the necromancers' guild and talk to the necromancer about your quest. Go to the casino at 24',21" and talk to poor Amo about the quest and then bribe him. Go immediately to 16'3",11'4" and zoom in to find Carl (the tall one) in Division. Talk about his job and bribe Carl to get more info from him. Go to the City of the Mind and enter the lobotomy club. Talk to Mean Dean about his job and then fight him for a note.

Go to the powerlord's base of operations at 28',18", use a dragon to scale the wall and enter the building, fighting any guards.

Search the bodies of the guards and take the twisted key. Now find your way to the second level of the base and use the twisted key to open the locked door. Inside is the powerlord's diary, take it.

Fight the powerlord's main deputy and get the crowned key from his twitching corpse. Use the key to enter the war room, fight Abattoire (powerlord), his personal guards and his dragon (very difficult) and get the key to the crypt.

Journey to 13'2",1'7" and fight your way past any undead creatures to level three where you will find Motarin. Fight Motarin for the Ring of Blood.

RING OF MUTATION

This ring requires you to visit the enchanters' guilds in thieves' haven, Magicnia and Richi. In each, talk to the guildmaster about your quest. Now go to each of the Inns and show the picture to the upstairs maid. When you find the right one, she will transform into the Ring of Mutation.

RING OF PERFECTION

Talk to the expert on Perfection in the library in Oxbridge about your quest, then go to the library in Perfection and find a note about the Ring of Perfection.

In Cathedral there is a monk who you should talk to about your quest, then go ahead and search the shelves near him for a book about the chamber of perfection.

Now go to the Celestial City. During the day, converse with the Sun priest in the temple of the Sun about your quest. He will direct you to a man in the library; talk to him about your quest. Search the shelves for a factory pass and then go straight to Blood and find the factory at the graveyard on the hill. If you have the factory pass, the guards will let you in.

Talk to the factory master and get the embalming fluid from him. Give it to the Sun priest in the Celestial city.

Go to the third floor and use the key to open the chest and get the Sun Gem.

At night, go to the temple of the Moon and talk to the moon priest about your quest. Go to Sparta and show the moon priest's request to the Marshall. Now amble over to the arena and fight the bear and the dragon. Return to the Marshall and talk to him again

Find the foam pool in the Temple of the Moon and search it for the moon gem. Go to the chamber of Perfection, Fezzik is here. Show him the Moon Gem and the Sun Gem and then fight Fezzik for the final ring, the Ring of Perfection.

THE FINAL SEQUENCE

Have a chin wag with the priests in Cathedral about your quest and go to 20'11" to visit Mr Belmont. Talk to him about the quest.

Search the desert fortress of Mesa until you find the log of the founder of Mesa.

Return to Mr Belmont's house and show him the log.

Find a bandit ID card in a bank vault in the basement and the Holy Seal in the bandit hole treasury.

To retrieve it, go to the bandit hole (30',18") and fight, bribe and sneak your way through the back entrance. Show your ID card to enter. Lenny is the treasure room guard, he will let you in if you helped him back in Speed. Go in and get the Holy Seal, then fight Mr Belmont on the way out.

Fly to the fount of Heaven and use the Holy Seal in the entrance. You must have all 11 rings.

Darius is here and will attack you. He is possessed by the void, but you must defeat him to win the game and complete this epic Mega Drive RPG.

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Shining in the Darkness

Habitual time waster Mike Keyworth has spent the last six weeks compiling the solution for the epic Japanese RPG *Shining in the Darkness.* Mike's feeble excuse was that he was off work sick (a likely story). Not only has battlemonger Keyworth completed the game twice, but the tips we received from him were some of the most impressive we have ever seen, and as a result he receives this month's top tips prize of any three games of his choice.

We pick up the trail at the Cave of Truth. If you remember, you must have the Orb of Truth from the Tortolyde to reveal the Grimwall just past the first Kaiser Krab on level one. Once in the Cave of Truth you will come across three roundabouts, on each take the second exit which is straight ahead. A common mistake on this level is to ignore the fellow in the prison, but you must rescue him to complete the trial and receive a very important object. You will find a false idol at 25E 19S so take it to the mirror at 23E 7S. Use the idol and then go to the cell. The person inside claims to be Princess Jessa but is, in fact, a doppelgänger who you must kill to be able to access the chest in which will be a rune key. You can now pass through the alter at 26E 5S and complete the task.

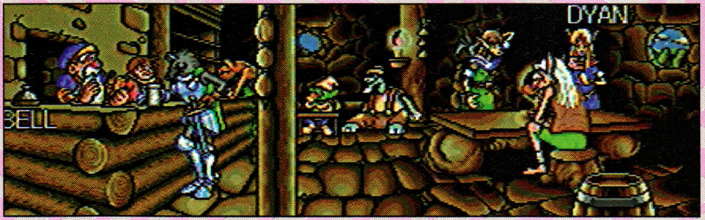
Return to the castle for some information and heal yourself at the tavern. Theos tells you that you must use the rune key to open any stone doors in the Cave of Wisdom. Enter the labyrinth and go to 6E 8S where you will find the stone doors Theos spoke about. Use the rune key and you may enter the Cave of Wisdom.

Return to the labyrinth and go to 12E 25S. Immediately turn left to avoid falling into the pit to level two – you do not want to go down there.

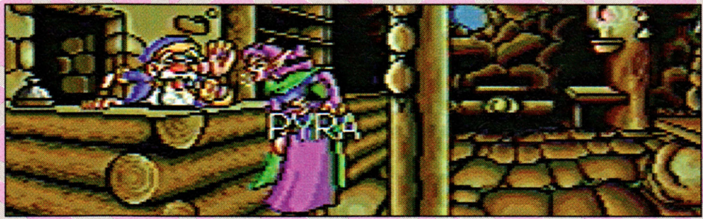
Slowly moving 9E 25S you will find a chest which contains map one. This shows the immediate area and the locations of the trap doors. Take the map and go to 8E 15S.

You find a set of purple doors which can be opened with the rune key as the doors do not open automatically. Move on to 6E 16S and you will travel through a series of nine purple doors, all of which can be opened with the faithful rune key.

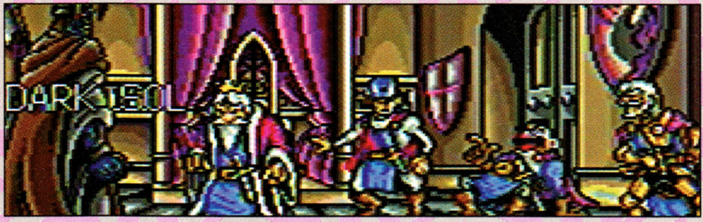
When your party arrives at 10E 28S, Dai will be waiting. He will help you in combat. It is a good idea to



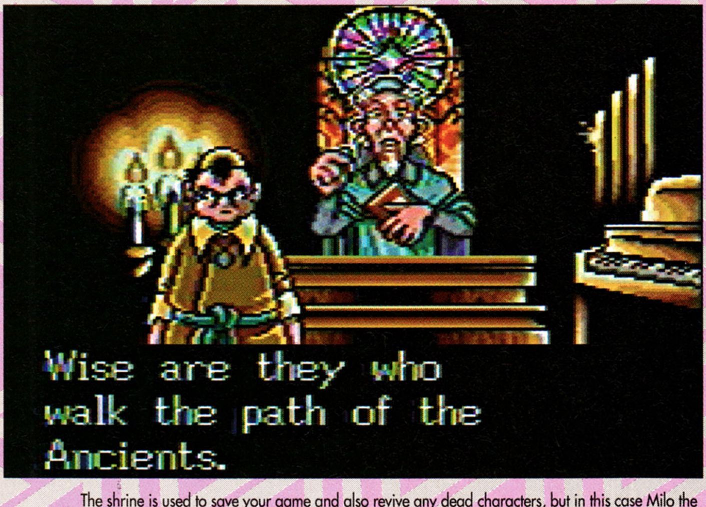
Yes, you all recognise this happy scene,. it's the tavern in the village. A major point to remember is that you must keep returning here for information such as the whereabouts of Pira and Milo.



Talking of Pira, here's the old witch herself arguing with the landlord. This is where you first meet her, but she will become a very important magic user who can heal the party with magic.

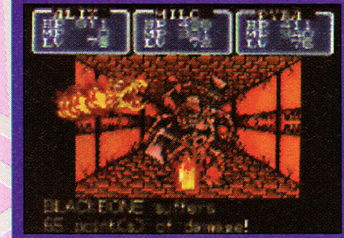


The palace is suddenly rocked by a dark magic and Dark Sol appears to gnash his teeth and bring everybody down. This is your chance to photo fit the villain and size him up for later.



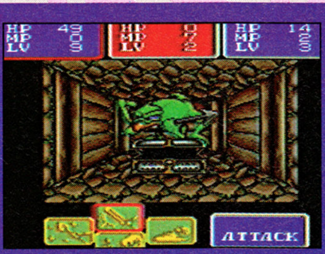
Wise are they who
walk the path of the
Ancients.

The shrine is used to save your game and also revive any dead characters, but in this case Milo the vacant is waiting to join your party. It is always best to save your game after every journey into the dungeon because if you are killed, you may be able to live again but your gold will be left behind.

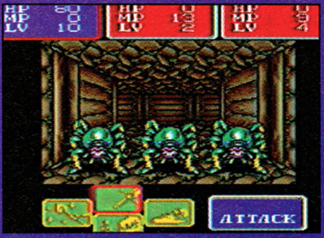


BLACKBONE suffers
65 point(s) of damage!

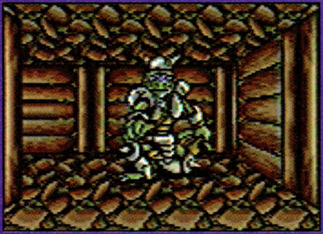
Black bone is encountered right at the end. As you can see, he is an ugly mutha but Pira's spells should sort him out.



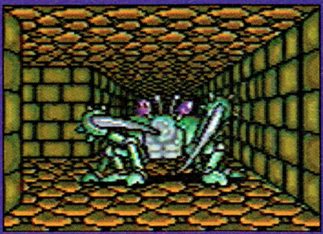
Chestbeaks can be found in all the trials and hide in the chest till you open it. They are very tough.



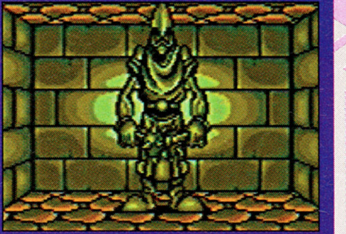
Spiders with legwarmers? They may be the arachnid version of Bonny Langford but they pack a vicious bite.



Pira gives Gila a right ear-bashing in the village which is why he's reluctant to join your party. You find him in the Cave of Truth.



Ha ha! The Kaiser Krab is one of the few enemies who crop up just about everywhere. They usually guard something valuable.



A suit of armour lies in an alcove; later on it is animated so keep your wits about you.

MOTLEY CREW

return to the village, visiting the castle and the tavern, and you will be given map two as a reward for rescuing Dai. This map identifies other traps found later on in the Cave of Wisdom.

Enter the area covered by map two at 16E 4S. Using the map, travel to 18E 10S and fall through the trapdoor and go to the stairs at 18E 13S.. Find the stairs to return to level one. Travel to 20E 13S and pass through the screen to complete the Trail of Wisdom.

Return to the castle where you will be told you have completed the trails and you are bestowed with the honour of Shining Knight. You may also enter the labyrinth proper which consists of five above ground levels in which you must find the Arms of Light.

The route to the labyrinth is between the Unseen Demon, a Grimwall and the Pots of Fire. No problemo!

When you return to the village, you will discover a new trader has

DAMIAN BUTT'S

pro TIPS HELP!

Although we can't answer any gaming queries or give cheats out over the phone, you can write direct to Damian Butt who'll be more the pleased to answer your queries every month in the ProHelp! column. This month, the D-Man helps out readers on *GG Aleste*, *Rings of Power*, *Kid Chameleon* and *Task Force Harrier Ex*. Who said the D-Man doesn't care...

- **Malcolm Chrissie** from Dimelee in Scotland is constantly defeated on level seven of *GG Aleste*. Malcolm sent me a pleading letter asking for a solution to the end-of-level guardian.

The guardian keeps splitting up, Malcolm, so try to get the shield earlier on in the level and stay in the centre to blast him. Move around the screen as he rotates to try to get you. Although you will not be able to hit him when you are in front, at least you will not be hit.

- *Rings of Power* may not have received a ProYo! review due to a quirky control method and a very high difficulty level but this obviously has not deterred many Sega owners from buying it. In a market where a large proportion of games are very easy to complete, this RPG is definitely a real challenge. **A Chapman** from Ruskington cannot get the map piece from the merchant in Magicnia and is also having trouble locating the magical sand in Mesa. Luckily, we have the second instalment of our terrific *Rings of Power* solution in this issue, but to save you time, here's a quick run down.

Go to Magicnia and talk to the merchant about his city. Now get five pirate flags by defeating pirate ships in combat (easier said than done) and use

When you think about it, this is quite an impressive map. When you exit the dungeon, always pay a visit to the King to see if anything new has developed and then re-stock your party with herbs, food and weapons. For 10 GP you can restore all HP and MP at the inn, which is always a good investement.

Ah! I knew it!

Hey! Hold on there! Who do you think you're shoving around?!

You are on an epic quest to save the kingdom from Dark Sol, and who do you have to join up with, a temperamental witch who hates everybody. The two characters here are Gila (a mercenary) and Pira.

set up dealing in magical items and repairs. This bodacious hooded dude can rejuvenate any magic items, such as the heal ring, and many of his items are very useful so use the trader often.

Find your way back to the labyrinth and to the entrance for level two at 12E 10S; there you see a glowing red circle. Stand in the centre and rotate and the walls will change colour, indicating that you have been transported to level two. Explore this area for a while then head back to the castle on foot or using the magic feather.

At the castle you will meet Xern the Elder who will inform you that his former disciple Melvyl is now Dark Sol. Xern explains that Dark Sol can be defeated with the Arms of Light which consist of four items. In preparation for the daunting task ahead he bestows you with two halves of a medallion. This can be used at any golden fountain to teleport from one fountain to another or from any location to a given fountain. This will save an awful lot of leg work later on.

Now return to the level two labyrinth and find the roundabout at 5E 9S. Take the first exit, then follow the path to the transporter through the doors at 7E 3S. The transporter will take you to 24E 3S. Now amble to the golden fountain at 24E 22S and leave one half of the medallion at this location. This means that whenever you use the other half, you will always arrive here.

Travel along the old frog and toad to the stairs at 21E 21S and go up to level three. Once there, make your way to 1E 26S where you will find a chest. Open the chest and you will discover the Mystic Rope of Al Shiskiba. This enables you to move from one level to another as long as there is a trapdoor to climb through.

There is a purple door at 27E 5S, so why not go in there? It's a very nice door and coincidentally it's also the correct way. Carry on to 28E 9S and get the Light Helm which is part of the Arms of Light. The next purple door is at 29E 13S, from there travel to 30E 3S and use the mystic rope to enter level four. From there get back to level three at 30E 1S, you can now travel to the next golden fountain at 18E 23S. If you collect the half of the medallion at a level two fountain and leave it here you will always return to this point, saving an awful lot of leg work.

Now saunter to 17E 25S, where you'll find the stairs to level four. Once on level four, make your way to the roundabout at 22E 15S. Take the first exit then traverse to 12E 5S. This is where a Grimwall can be found. Kill him and find a chest with a Light Blade inside. Return to the roundabout but this time take the second exit, the passage takes you to a transporter at 24E 3S. Use this to get to 7E 3S and then to 5E 13S where Princess Jessa is held captive. You need the cell key to release her, which is guarded by your father Mordred, the Dark Knight ("Luke, I am your father").

It is now a good idea to retreat to the castle where you will be informed of some more details. Dark Sol will appear in a dramatic sequence and attack Xern the Elder. He will then challenge you to visit him in the labyrinth, which you must accept. Xern will tell you that Dark Sol uses a spell called Demon Breath. This spell reduces each character's hit points by up to 60 each attack.

Spend a night at the tavern and replenish the characters' hit and magic points and then return to level four by using the medallion. Make your way to 7E 12S whereupon the Dark Knight will attack you. You MUST defeat him. A useful tip is for you to fight him while Milo uses magic to keep you and Pyra alive (use the heal spell). Pyra should use Burst and Bolt spells against the DK for maximum effect.

Once you have defeated the Dark Knight, go to 9E 12S. Here you will find a chest containing the cell key; collect it and return to Princess Jessa and release her.

It is worth collecting two more items before departing to the castle again. First go to 14E 11S where you will come across a chest holding the heal ring which will heal party members without using the heal spell or necessitating a stay at the tavern.

You should now return to level three and head for the locked gate at 3E 1S; use the cell key to open the gate (the cell key opens all doors and gates).

Collect the Light Shield from the chest at 1E 8S. You must now return Princess Jessa to her father at the castle. In gratitude, the King gives you a magic ring that restores all characters' magic points and can be repaired by the trader when it cracks.

Now you have the tools to do the job, all you need is the last item to complete the Arms of Light and then it's time to face the black peanut himself, Dark Sol.

Tune in next month for the conclusion of this fantastic solution and the end of another exclusive SegaPro tips extravaganza.

PITFIGHTER

Les reviewed this classic beat-'em-up and gave it a hefty 95% – a true accolade! The idea is to beat, kick and smash objects over a number of gruesome opponents. Chairman Eddie, Southside Jim and the Executioner are just some of the foes you must defeat in order to take on the ultimate warrior who constantly whispers threats at you, like "You die".

It's a tough game but gamesplaying supremo, king, god tipster of the entire universe Les Ellis has completed it and would be only too willing to share his blood-thirsty knowledge (and I'm not talking about his collection of Jack the Ripper books).

First of all choose Ty as your fighter – he's the fastest and meanest, and can perform the awesome flying kick which is a real knockout.

THE EXECUTIONER

What a weed! Rapidly tap the punch button and smash this ugly mug's face in. Complete a succession of punches, then a kick or two to knock him down, and keep on the pressure with some elbow jabs and kicks. Once he is on the ground, boot him in the family jewels and you have a record knockout time.

SOUTHSIDE JIM

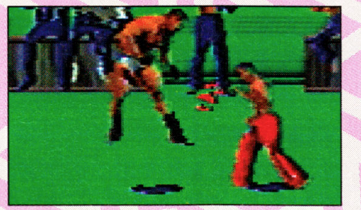
Old Southie's got a bit of a long arm so get in quickly with some rabbit punches and pull out before he piles on the heat. Ram those crates over his bald head and then slip a dagger between his ribs for an encore.

ANGEL

A tough leather goddess with a BAD attitude. Angel has a vicious jab and her high heels make pretty holes in your stomach and forehead. Don't let her get behind you and attack or she can do some damage. Use the crate, shurikens and daggers to weaken her, then find the power pill (in a crate) and become invincible. Now all you have to do is wipe the floor with her.

CC RIDER

Now it starts getting tough. CC is very hard when he gets going, and he's not worried about wrecking a chair or a stick over your head. Use as many props against him as possible then hit him with some punches and retreat. CC packs a helluva punch and loves to kick you with those large black boots of his. He can also duck your volley and respond with a head-butt or a neck hold. The best technique is short controlled bursts and if you get caught, use a kick or a special flying kick to stun him.



CHAIRMAN EDDIE

Now this is tough. The chairman is without doubt the worst enemy you will come to face and has loads of special death moves to practise on you if you are slow – or stupid. Punches are effective but use them sparingly as he will head-butt you and charge you into the crowd, causing you to lose three or four life units. Get too close and Eddie will grab your head and crush it, or give you a painful head-butt. If you are really unlucky, Ed will punch your lights out with a single blow then pound you to the ground with another. Keep using flying kicks and punches and use all the objects to full effect. Inside the drum is a power pill and you can either smash it twice against Eddie to open it (be warned he's lightning when it pops out), or you can throw it against the crowd.

HEAVY METAL

Heavy's very fast and you will not usually win a straight fist fight. At the very start there will always be a drum slinging match which you will win because he likes to walk towards you whilst you throw things at him. His kicks are low but stunning and he uses the time to mash your dial. Stay away till you are sure of a hit and only use flying kicks when you have the space.

ANGEL 2

Use the same technique as before but make sure you get the power pill and then it is easy to ram her head up an exhaust pipe for fun. An excellent part of this game is property damage – in this level you can climb onto the parked cars and dent in the roofs and bonnets while you fight together.

MAD MILES

For a Nam veteran, Miles is not very formidable. Use the sticks to smash his head in (he will do the same) and repeatedly punch and kick him, making sure to boot him when he's lying down.

SOUTHSIDE 2

Same as before except you can use motorbikes to break over his head instead of barrels.

CHAIRMAN EDDIE - DOUBLE TROUBLE

Your worst nightmare, two chairman Eddies simultaneously. These guys are very tough indeed. Their favourite trick is to lure you into the middle and double charge you or continuously punch you to the ground, either way you're history. There are two power pills so make sure they NEVER get one or your life will be hell. Use the same method as before but watch your back and don't get trapped. Use any weapons quickly and do not get in the middle and trade punches. Chairmen Eddies play for keeps.

THE ULTIMATE WARRIOR

No messin'. The warrior is a terminal head case with big muscles. Punches are minimally effective, so get loads of flying kicks in and use all of the objects surrounding him. Remember, this guy can snap your neck like a twig, so do not stay within his grasp for long.

the flags in the general store in Magicnia. Now go to the pirate in the tavern and get the other piece. Finally, you can find the sand at 23'8", 13'5" in the desert; you will recognise it because there's a city person standing there. Zoom in on it to get the sand.

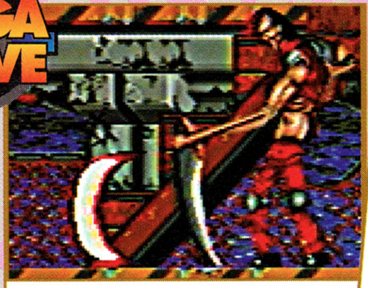
- **Chris Fivash** from Melksham sent me a heart-rending letter concerning the excellent *Mario 4* clone *Kid Cameleon*. With so many levels, it's a shame to be stuck so early and miss all the superb action later on. Chris has stopped dead on level three amidst the waterfalls. He has collected everything on the level but cannot scale the tall wall at the end. The solution is very simple. The knight disguise can climb walls if you hold down the fire button and push UP. By lucky coincidence, the block just by the wall always holds the knight costume.

- Finally, a desperate plea from **Jacqui Kell** in Reading for the Treco game *Task Force Harrier Ex*. One of the later guardians takes the form of a huge jumbo jet carrying a shuttle on its back. The way to defeat this techno menace is blast it from behind, preferably using the large rockets, then when it splits, move around the screen and above it when it drops back. Every so often the shuttle will fire up its jets so you must be well away from the blast zone to escape.

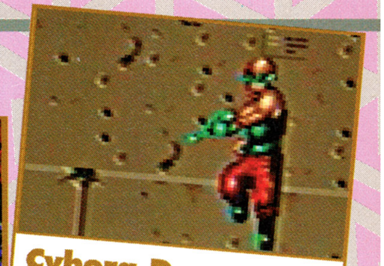
Don't forget, if you're stuck on a game, write to *Damian Butt's ProHelp!, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.* Sorry, but we can't answer any enquiries over the phone or give personal replies. However, we try to answer every problem through the pages of SegaPro every month.

TWO CRUDE DUDES

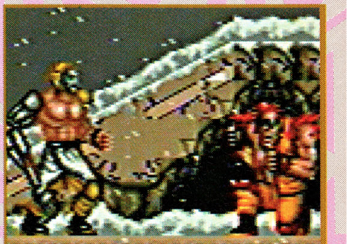
Only just reviewed and already some eager tipsters have been picking at the bones of this tremendous beat-'em-up. The sender did not include his name but he does come from Kenilworth in Warwickshire. Whoever you are, the Pros salute you!



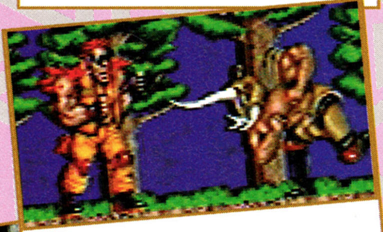
Master Reaper
Stand on the higher platform and flying kick the reaper as he enters. Stay back then jump the laser and flying kick him again. Repeat this many times to defeat him. If he gets a hit on you, drop down and start again from scratch.



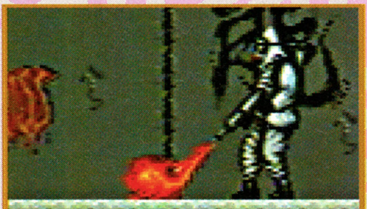
Cyborg D
Save the pole at the top of this screen for using on Cyborg D. When he attacks, grab the pole and stay on top. From here you can hit him at your leisure.



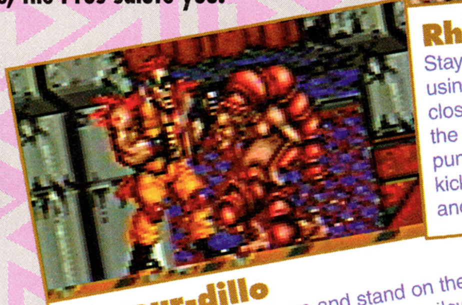
Hand sniper
Just flying kick him as he approaches then repeat the move as he stops flickering, indicating that he is vulnerable again. Jump again if he raises his arm.



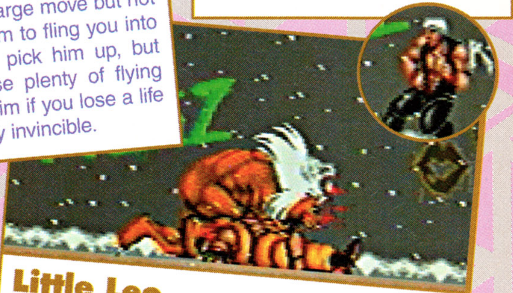
Rhino man
Stay in close to prevent him from using his deadly charge move but not close enough for him to fling you into the air. Don't ever pick him up, but punch him and use plenty of flying kicks. Only throw him if you lose a life and are temporarily invincible.



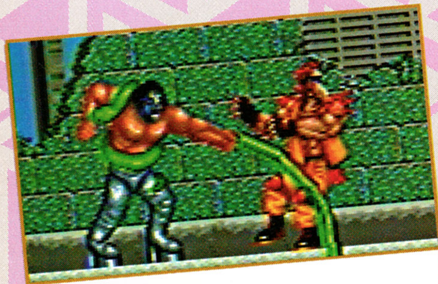
Pyromaniac
Use flying kicks and move away from him after each one to avoid being fried. If he fires at the ground, move up/down to another level then continue the attack when the fires die.



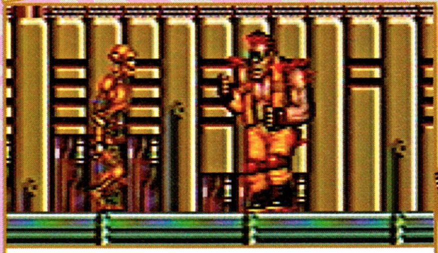
Armour-dillo
Drop any weapon you have and stand on the centre platform. Wait for Armour-dillo to slow down then drop down, pick him up and throw him before immediately getting back up and repeating.



Little Leo
When he is human, keep using flying kicks and jump over him when he is in a corner. When he's a werewolf, he's extremely tough. The idea is never let him get close enough to rip you to shreds. Flying kick him then get straight back to avoid the talons. A good way to dodge/confuse him is to drop down the level and run underneath before attacking him.

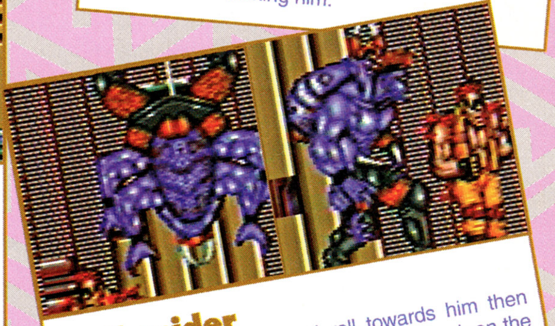


Snake
An immediate flying kick, then let him jump and hit him as soon as he lands. When he releases the snake, you must continue doing this but hit the snake every other attack to avoid being wrapped up in your work.



Cyborg D2
Flying kick him till he's a robot, then make sure the only attacks you use are well timed. Rolling towards him is the best way to miss the head and picking him up usually results in an elbow in the face. Unless you are a masochist, this is not a good idea.

Roll under his head and punch him quickly then back off to kill him.



Nail spider
Knock him down, duck and roll towards him then pick him up for a quick throw. If he goes back on the web, jump up onto the platform and knock that sucker down. His spitballs are easily dodged if you stay close and low.

Bonus screen: A good tip on the Coke machine between stages is to not pick up the cans but hit the machine as quickly as possible. It will eventually explode and you'll get an extra life, which is much more use than thousands of points.

SUPER OFF ROAD

Steven McAvoy was so keen to receive our tip of the month prize of three games, that he sent us a mass of cheats and tips, from *EA Hockey* to *Wrestle War*, but what really interested us was the *Super Off Road* guide to each level. Unfortunately our *Shining in the Darkness* expert pipped you to the post, but I'm sure his tips will be appreciated by millions.

For all you frustrated boy racers, here is the guide to all the levels of Ballistic's excellent conversion of *Super Off Road*.

BLASTER

Save the nitros on this one, it's very easy and you should come first. Use the money to buy some speedos and some nitros.

BIG DUKES

Not too much of a problem. Use your nitros right at the end if the computer is winning. There's nothing more satisfying than racing past your opponent with nitros blazing, just as he approaches the line.

SIDEWINDER

If you get a push from behind at the very start then you will race ahead of the pack, and it shouldn't be too hard to stay there. Having no cars to crash into should greatly increase your lap times.

CLIFF HANGER

Save your nitros until the end of the race and take advantage of the long straight on the right of this course where the nitros have the most effect. Any corners must be taken tightly or you will slide down the hill.

FANDANGO

Lots of straights to use those nitros on. About now the grey car will start showing dominance – he'll be the one to watch.

HURRICANE

The downhill part of the course is perfect for nitros. Be sure to use the short cut at the top left and activate the nitros at the top of the hill to jump the water.

HUEVOS

Only use your nitros at the start and on the straight. Stay ahead of the pack as often as possible on this track as it is hard to overtake.

WIPEOUT

You'll be wiped out on this race (ho, ho) if you do not stay on the proper track. The track is a giant X and going the wrong way is not uncommon. Remember to jump or go around the water rather than going through it.

CUTOFF PASS

Never go up the big hill on this one, it will only slow you down and lose you the race. Stick to the normal track to win some big bucks.

BOULDER HILL

This is not as hard as it looks. The drivers are completely thick and keep crashing into all the rocks. Find a safe route and follow it every time. If you lose on this one, you are doing something very wrong.

RED DOUBT

You've got to be nitro fast on this course. The drivers are quick but you must be quicker by cutting corners where ever you can.

RIO TRIO

Avoid the large water puddles and stay to the inside of the track.

LEAPIN

Leap the large jump on your first circuit and avoid the water by circumnavigating it.

SHORT CUT

Don't be fooled by its name, there is no short cut Stick to going around the circular part of the track – it's faster.

PIG BOG

This course is one of the hardest, so don't waste your nitros on it. Stay on the land as much as possible and watch the pack to see the quickest route around.

VOLCANO

This course had a simple rule, stay on the land and burn like hell! Watch out for the jump on the right and try to nitro your way off the jump for extra speed and lift.

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ACTION REPLAY pro CODES

The SegaPros have been working overtime with the Action Replay Pro trying to find those all-important. Here comes the most comprehensive list ever printed (so far!), and we're finding more by the minute. Don't forget, if you've got any codes, send 'em in and you'll get your name printed alongside them.

Action Replay Pro codes are only usable if you have an Action Replay Pro cartridge, available from Datel Electronics (see advert in this issue). Sadly, Datel haven't cracked any games with the original Replay cartridge this month, but owners of that can look forward to more codes in Datel's GameBuster magazine.

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FFAB3D0027
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TARGET 01

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FF1BD80008
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KID CHAMELEON
(US cart)
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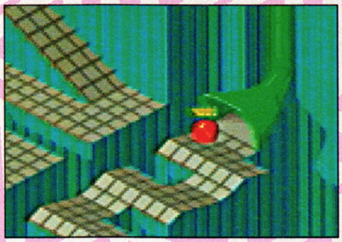
FFFC3F0003
FFFC550003
Unlimited energy
FFFC410005
Infinite lives



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FFB0CF0039
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FF0C710003
FF64510003
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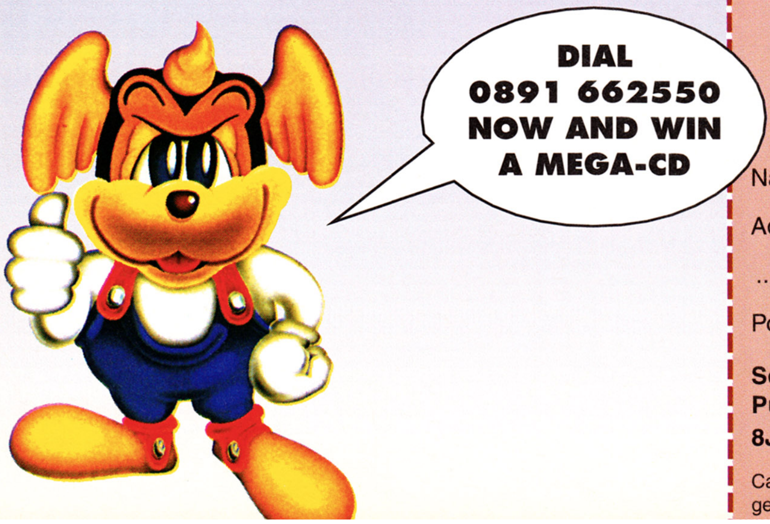
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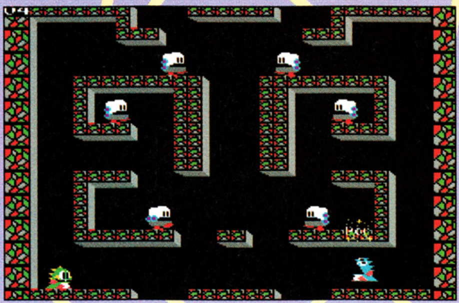

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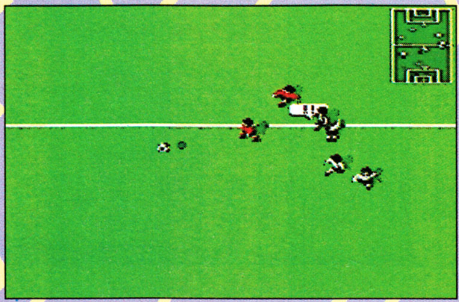

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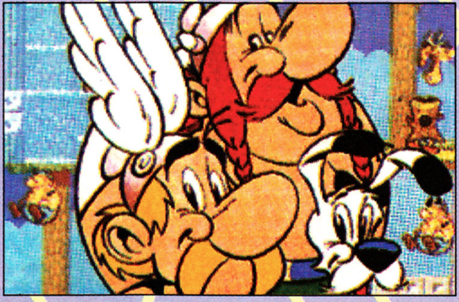

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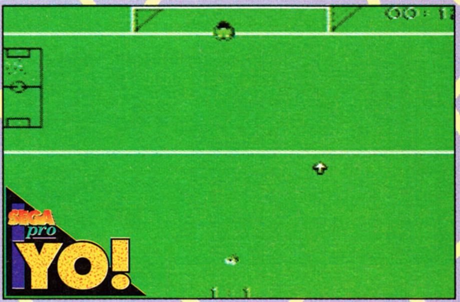

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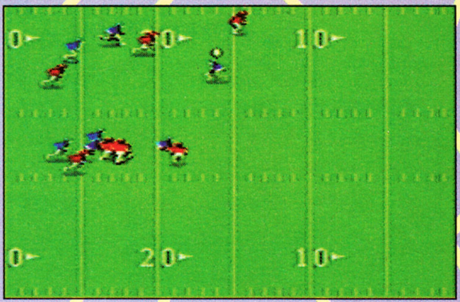

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Send us your high scores! No matter how lowly you may think they are, we don't care – just make them believable otherwise you could be summoned to the SegaPro offices. Don't forget, if you send us a picture, you are far more likely to get your score printed – the wackier the picture, the better – and some sort of proof would be nice (parent's signature, screen pic, etc).

GAME GEAR

CASTLE OF ILLUSION

199,650	Paul Harding, Wintney
178,050	Andrew Williams, Bournemouth
166,010	Matthew Mead, Norfolk

CLUTCH HITTER

22-9
Matthew Mead, Norfolk

DONALD DUCK

202,500
Nicholas Turner, Leeds
138,000
Susan Lennard, Leeds
59,300
Robin Westblom, Chislehurst

COLUMNS

10,000,000	Emma Carpenter, Westbury

G-LOC

23,550
Sean Parris, Old Coulsdon
Lt Colonel
Nicholas Turner, Leeds

GRIFFIN

69,300
Matthew Kerry, Devizes

FACTORY PANIC

693,490	Chris Roberts, Lowestoft
631,830	Simon Mark Day, Doncaster

JOE MONTANA FOOTBALL

127-0 (pro)	Matthew Williamson, Telford
127-7 (easy)	Andrew Shipp, Newbury
99-0 (norm)	Robin Westblom, Chistlehurst

SHINOBI

190,100
Richard Isbitt, Bromley
106,400
Chris McDermott, Gleneagles
94,300
Ben Graves, Elm Park

SONIC THE HEDGEHOG

815,900
Richard Snape, Surrey
768,060
Daniel O' Mullone,Guildford
616,190
Darren Hall, Sherwood

SPACE HARRIER

13,176,107	Antony Murray, Dumfries

WONDER BOY

1,250,310	C McGrane, Mid Glamorgan
334,050	Andrew Williams, Bournemouth
245,360	Oliver Moore, Gloucester

MASTER SYSTEM

ALEX KIDD IN MIRACLE WORLD

35,128,590	Gareth Dickman, Manchester
30,600,900	David Boia, London
125,680	Stuart Chalmers, Dumfries

CASTLE OF ILLUSION

289,320
David Third, Selkirkshire
232,200
Mark Wolski, Dumfries
216,530

CALIFORNIA GAMES

Footbag
488,870
Simon Barrett, Carlisle
124,830
Nigel Boswell, Worcester
101,300
John Hartley, Brighouse

BMX
134,530 Rojette Guerrero, Mitcham
92,850 Nigel Boswell, Worcester
75,150 *John Hartley, Brighouse*

Skateboard
31,800 Rojette Guerrero, Mitcham
23,500 Mark Coaling,Sleaford

Surfing
7.9 Mark Coaling, Sleaford
7.2 *John Hartley, Brighouse*

DICK TRACY

386,400
Craig Whiteside, Cleveland

BUBBLE BOBBLE

5,399,130	Chris Jeans, Cardiff
4,091,050	Neil Winter, Braunton
1,900,430	Andrew Cotton, Barnstaple

DOUBLE DRAGON

329,040	Chris Jeans, Cardiff
102,530	Jeremy Burgess, Milford
93,120	William Riddell, Motherwell

FANTASY ZONE

9,999,999	Duncan Smith
32,000	Andrew Sweetman, Aldershot

GOLDEN AXE

373.2
Gareth Dickman, Manchester
167
Gary Rolfe, Northampton

GAUNTLET

498,506	Christian Webber, Chester

GHOULS 'N' GHOSTS

152,600	John Fitzgerald, Lechlade
34,900	David Durance, Hounslow
31,300	Gareth Hughes, Cardiff

HANG-ON

2,050,010
David Greig, Caithness
1,872,840
Duncan Smith
1,872,825
William Riddell, Motherwell

MERCS

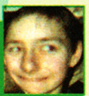
72,750	Daniel Ellis, Truro

SHINOBI

399,200	Thomas Halliday, Newry

SONIC THE HEDGEHOG

1,557,200
Daniel Hill, Ilkeston
463,900
Niall Christie, Dingwall
242,000
Natalie Rolfe, Northampton



SUPER KICK OFF

12-0
Neil Winter, Braunton
9-0
James Goodrum, Hurstpierpoint

WONDER BOY II

9,617,600	Calvin Holbrook, Isle of Wight

WORLD CUP ITALIA 90

29-0	Daniel Ellis, Truro

ALTERED BEAST

10,026,300	Paul Maseldine, Nottingham
7,351,300	Ben Seymour, Trowbridge
1,839,800	Wade Hubert, Ashbourne

MEGA DRIVE

ARROW FLASH

636,910	Richard Parkes, Australia

CASTLE OF ILLUSION

649,200	Matt Eddy, Hayle
532,910	Richard Parkes, Australia
523,800	Nigel Parker, Keighley

DESERT STRIKE

1,378,500	Daniel Shepherd, Buckingham

DEVIL CRASH

324,023,200	Rachel Lovatt, Derby
215,850,800	Daniel Creser, Barton
49,696,200	Michael Barmby, Wakefield

FANTASIA

815,400	Brian Beamish, Liverpool
556,600	Peter Holt, Tadworth
140,880	Jamie Goodacre, Llandudno

EA HOCKEY

65-6 (Can vs Port)
Adam Wallace, Margate
40-3 (USSR vs UK)
Jamie Martin, Budleigh Salterton

FATAL REWIND

1,206,840	Rachel Lovatt, Derby
474,370	Jamie Martin, Budleigh Salterton

GAIRIES

1,012,708	Rachel Lovatt, Derby

GHOULS 'N' GHOSTS

168,700	Nigel Parker, Keighley
56,600	Lou Pearce, Gillingham

GOLDEN AXE

333.1	Steven Sone, Caterham
235.5	Joe Colledge, Durham
230.5	Richard Gasson, Gillingham

GOLDEN AXE II

311.5
Douglas Hawes, Middlesex
225.5
Nigel Webster, Blackwood
122
John Smith, Hereford

HARD DRIVIN'

1.13.44 Hard	James Wilkinson, Walkington

HELLFIRE

6,943,570	Colin Newman, Runcorn
6,832,580	Nigel Parker, Keighley

JAMES POND II

8,243,400
Gary Pike, Benfleet
8,174,250
Ian Mitchell, Cambridge
7,934,800
David Deakin, Wolverhampton

4,144,640	Antony McEwan, Ross-Shire

OUT RUN

26,134,410	Colin Newman, Runcorn
26,124,960	Nicholas Chevin, Swadlincote

QUACKSHOT

1,356,000
Paul Shipman, Cannock
829,200
Gavin Rush, Ipswich
502,000
Lee Gray, Satchet

MERCS

1,282,400 (hard)	Mark Wheeler, Blackpool
764,600 (orig)	Daniel Creser, Barton
708,100 (orig)	Barrie Dixon, Rochdale

RAIDEN TRAD

1,244,500	Antony McEwan, Ross-Shire

ROAD RASH

£83,700	Colin Newman, Runcorn
£83,000	Nigel Webster, Blackwood

SONIC THE HEDGEHOG

9,999,990
Terry Grant, Moray, Scotland
5,241,820
Wain Johnstone, Yeovil
468,800
Andrew Hudson, Pontefract

SHINING IN THE DARKNESS

2,357,732	Spike, St Alban's

SPACE HARRIER II

27,010,280	Wayne Turner, Chelmsford
26,291,600	Paul Maseldine, Nottingham

SPIDER-MAN

94,613,180	Ralph Woolford, Twickenham

STREETS OF RAGE

899,200	Daniel Creser, Barton
778,900	Brian Beamish, Liverpool
743,300	Michael Copley, Winchester

SUPER MONACO GP

4,499	Brian Beamish, Liverpool
4,835	Chris Cooper, Calne
4,575	Gavin Rush, Ipswich

TOEJAM & EARL

1056
David Voss, Leeds
976
Lee Gray, Satchet
670
Colin Newman, Runcorn

THUNDERFORCE III

5,995,200 (mania)	Gary Pike, Benfleet
1,056,500	Paul Hammock, Northfleet
1.050,850	Chris Cooper, Calne

TWO CRUDE DUDES

178,010
Richard Gasson, Gillingham

WINTER GAMES

Ski Jump

107.5	Jim Green, Wallington
105	Jason Henton, TV Games

ZERO WING

1,286,920	Michael Barmby, Wakefield

MEGA CD

EARNEST EVANS

1,600,080	Peter Wilkes, Worksop

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Score .... Date ....
Machine .... Game ....
Score .... Date ....
Machine .... Game ....
Score .... Date ....
Machine .... Game ....
Score .... Date ....

Name ....
Address ....
....
Postcode .... Age ....

Self photo enclosed ☐ Proof enclosed ☐

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A. IMPORTED SOFTWARE - WHICH VERSION WILL I NEED FOR MY CONSOLE?

MEGA DRIVE: Japanese software will run on UK Mega Drives with the aid of a convertor. These are readily available, but are not Sega approved. We do not recommend enlarging the game slot on your UK Mega Drive to make the Japanese games fit, as this will invalidate your warranty. **UK** software will run on all machines. **American** (known as Genesis) software will also run on all machines.

GAME GEAR: Software on the Game Gear is fully interchangeable, so the only thing you need to worry about is Japanese text on some games.

B. IS MINE A UK, JAPANESE OR US MACHINE?

You can easily tell the difference between the various machines. The UK version of the Mega Drive has a white area of text near the power light, while the Japanese version has red. And in the US, the Mega Drive is called the Genesis. Many imported Mega Drives are converted by the importer for TV or scart monitor from the Japanese original, but some machines are meant specifically for the Hong Kong market (which has the same TV system as the UK).

C. ORDERING

1. When ordering, ensure that you keep a copy of your written order, or details of your phoned order, safe at all times.

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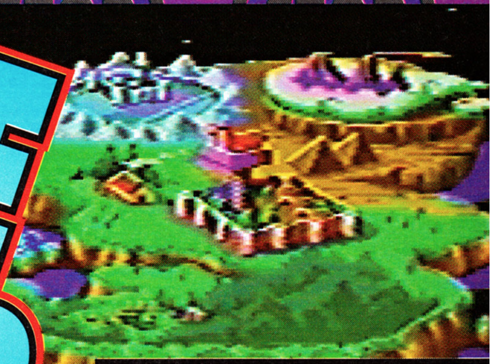
GAME OVER

THE BIG GAMES BUSTED EVERY MONTH

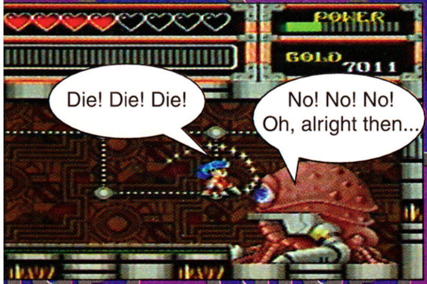


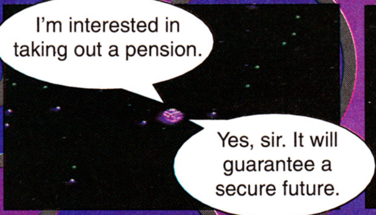
WARNING!
FINISHED GAME SCREENS

WONDER BOY IN MONSTER WORLD

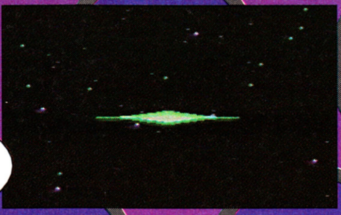
MEGA DRIVE

The Wonder Boy series continues with a sad tale. You play the great Shion, a wonderous child who travels the country saving villages. This time a young girl called Priscilla sends for your help to save her village of Alsedo. She is asking on behalf of the Queen, who is now powerless in her kingdom. The monsters have invaded, and only a warrior with courage, strength and wisdom will be able to defeat them. The plea is heart-wrenching. "I can no longer stand to see the sadness in the face of the queen," cries young Priscilla.

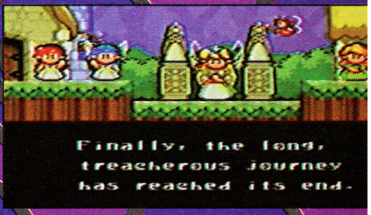

POWER
GOLD 7011
Die! Die! Die!
No! No! No! Oh, alright then...


I'm interested in taking out a pension.
Yes, sir. It will guarantee a secure future.

The final monster presents great problems for Shion. But as the screen fades, the monsters' planet appears.

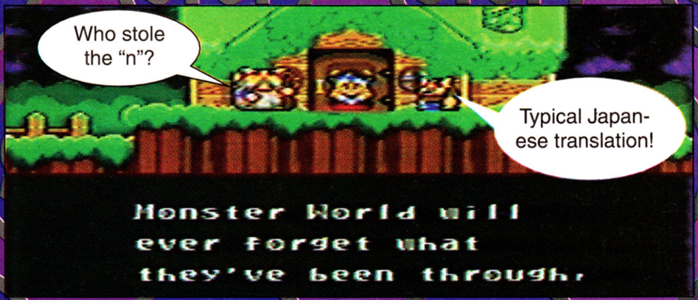


Bang! The monsters should now be dead once and for all, as their planet explodes in front of you.

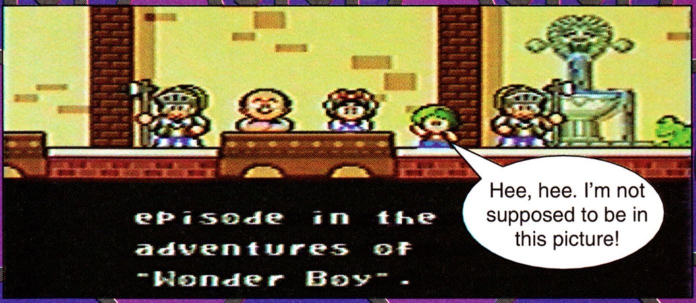


Finally, the long, treacherous journey has reached its end.

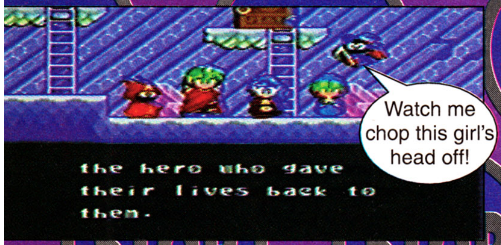
The war is over and the people of Alsedo come out to thank you. The Queen and Priscilla are now happy.


Who stole the "n"?
Typical Japanese translation!

Monster World will ever forget what they've been through.

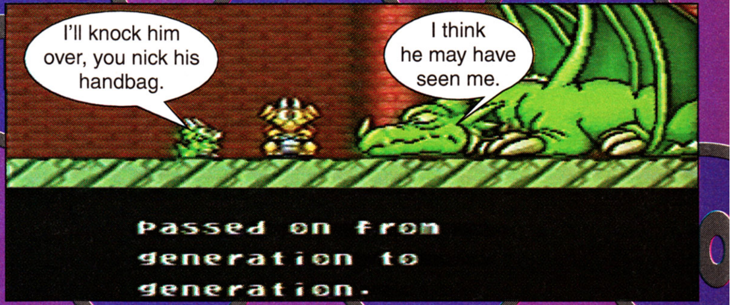

Hee, hee. I'm not supposed to be in this picture!

episode in the adventures of "Wonder Boy".

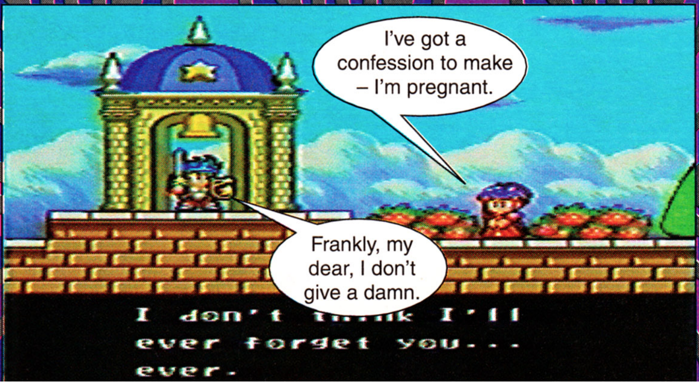

Watch me chop this girl's head off!

the hero who gave their lives back to them.

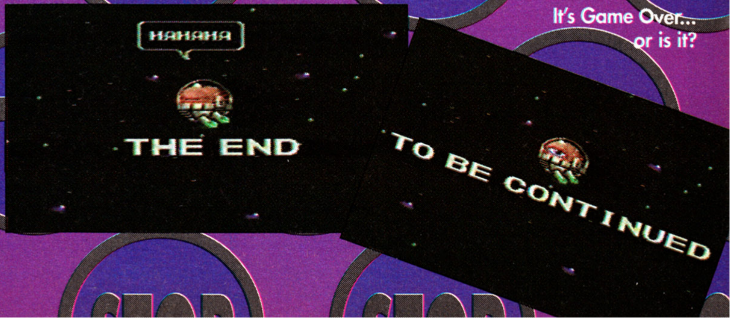
The month's Game Over was sent in on video by J Armsworth from Farnham. If you can complete a game, connect you MS or MD up to a video and send up a tape of the momentous occasion. If it's good enough, we'll use it in Game Over, and you'll get a SegaPro T-shirt for your trouble. All videotapes will be returned.


I'll knock him over, you nick his handbag.
I think he may have seen me.

passed on from generation to generation.


I've got a confession to make – I'm pregnant.
Frankly, my dear, I don't give a damn.

I don't think I'll ever forget you... ever.


HAHAHA
THE END
TO BE CONTINUED

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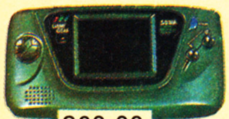

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